

PRIMA'S OFFICIAL STRATEGY GUIDE

EVERY
SPECIES
COVERED

JURASSIC PARKTM
OPERATION GENESIS



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following rating from the ESRB





Prima's Official Strategy Guide

Michael Searle



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THE GREATEST SHOW ON EARTH



With this game, you have the world of Jurassic Park in the palm of your hand.

Who wouldn't want to touch the leathery skin of a giant brachiosaurus or hear the trumpet call of a wild ankylosaurus or feel the putrid breath of a tyrannosaurus on his or her face? Maybe not that last one—but to see a real live dinosaur would be the ultimate dream for most people.

Hatch as many dinosaurs as you like—if you can pay the bill.



Unless you know of a top secret Costa Rican island with lots of amber and massive computers, the closest you're going to get to the Jurassic Park experience is this game. For those who love simulation and prehistoric reptiles, in fact, *Jurassic Park: Operation Genesis* might just be the "greatest show on earth!"



Five-star dinosaurs like the spinosaurus bring in the tourists.

After a few minutes of scrolling around the island, you'll quickly realize that *Jurassic Park: Operation Genesis* gives you a chance to play through your dream. As an archaeologist, you and your dig team fly around the globe and dust off ancient fossils. Don the hats of architect and contractor as you assemble the mighty vacation island that is Jurassic Park. Once the theme park opens, you'll certainly test your skills as a businessperson (balancing the budget), a doctor (breeding and healing the dinosaurs), a security chief (preventing dinosaur rampages and minimizing damage from natural disasters), and a dozen other professions.



The tool set lets you build high-security fencing with the touch of a button.

It takes a versatile person to overcome the many obstacles of running a dinosaur park; it takes a dedicated person to master the park controls. Do you have what it takes to create the world's most dangerous and amazing attraction, a theme park that's never been done before?



In no time you'll have the finest amusement park on the planet.



THEME PARK BUILDING



Place your Jurassic Park entrance in the middle of the island, preferably surrounded by open plains.

You start with a simple entrance and end with the greatest theme park in the world. That's the hope, at least. But with all the forces working against you—building costs, dinosaur unpredictability, natural disasters, etc.—your game plan had better be rock solid before you plunk down the first dollar. You have to manage a lot of job titles while running Jurassic Park, and even though the game is measured in months and not days, you won't have a whole lot of time to make crucial decisions once you've broken new ground on the island.



Your theme park skills put you in many roles, including riding the ranger helicopter to watch over the dinosaurs.

Think Small



Should you build a balloon ride early in the game? Not if you want to survive as head honcho.

You have a limited budget when you start the game, and so many ways to spend the \$60,000. Do you jump into the fossil market and pick up rare tyrannosaurus bones? Should you open a food court for your first patrons? Do you invest in a handful of pens to house your dinosaurs when they show up?



One food kiosk will provide plenty of goodies for your early crowds.

The answer is *no* to all of the above. You can't afford to play around with the fossil market with your beginning funds. You don't need a food "court" at the outset, just a single concession stand for the small customer base you'll start with. Much as you'd like to set up a bunch of nice pens for future dinosaurs, you can't afford to do that from the get-go; you need to save your money for DNA research, necessities like bathrooms and cleaning staff, and the unforeseen early disaster.



Even though you'd like to have a popular dinosaur attraction when you begin, bide your time till your finances are in order.

**Tip**

The best game plan is to keep your expenses minimal. As your park grows, convert profit into expansion.

Don't waste money on a big park early on. Yes, we all have dreams of brachiosaurus roaming huge preserves with stegosaurus grazing at their feet. That won't happen quickly. You need a single dinosaur pen with an attraction attached to it. This small preserve won't break the bank and allows you to open the park right away and make money.



A well-placed restroom near the entrance will make your new visitors' bladders happy.

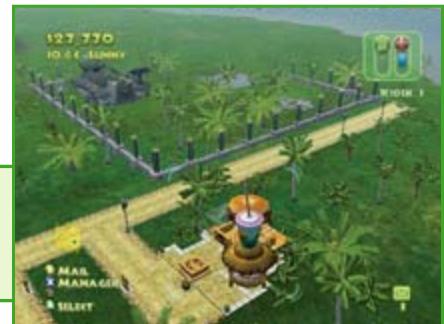
Laying the Land



Trash cans should be set up at main intersections and in front of your kiosks.

Build your park entrance near the center of the island, preferably on a wide-open plain. A central starting location allows the greatest amount of expansion for the least amount of money—you don't have to build as many paths, benches, trash cans, etc. Keep in mind this is where all your guests arrive, and their tour of the park fans out from here.

Create a small dinosaur pen along the main path for your first guests.



Next, create a short path from the gates. Not too long, but long enough so you can erect some buildings and include one small dinosaur pen alongside it. For now, make it any size you want, so long as it fits a hatchery, feeder, and water hole inside. Build the hatchery, feeder (probably herbivore), and water spot, whether it be a manmade lake or existing stream in the pen. As a finishing touch on your "mini-park," add an attraction for tourists to view the dinosaurs (and pay for the privilege).



Add an attraction like the viewing vent to spice up your dinosaur pen.

How do you end up with a live dinosaur growling and stomping around your pen? You need to hire a dig team and gather enough DNA to create that first dinosaur. Later we discuss the best ways to go about this; for the purposes of your mini-park, hire a \$5,000 dig team and start digging in the site given you at the outset. You already have enough DNA to create two dinosaurs (that's what you start with), but you really want to find more DNA so your new dinos can live longer. After a few months, you'll have your very first Jurassic Park resident up and running.





Hire a dig team to cultivate DNA for your first dinosaur.

Tip

Don't be afraid to make mistakes. You can always use the demolish command to erase a poorly constructed area and begin fresh.

Customer Satisfaction



Your first tourists will be happier if you have everything set up before they arrive.

Before you can open your gates, there are a few amenities you must consider. Visitors appreciate it when there's a bathroom close by, so drop a restroom near the entrance. While you're at it, construct a food kiosk right next to the bathroom—a logical place for it. Later, when you research a souvenir stand, it should go next to the food kiosk.

Build benches along long walkways so your patrons have somewhere to rest.



As you expand your park, you'll lay down more and more walkways. Keep these paths clean and comfortable for your visitors, or you'll have a lot of tourists walking around with thought-balloon frowns floating above their heads. The restroom helps, but include a bench on long paths and trash cans at every major intersection for added comfort. Rest areas are larger relaxation buildings to help generate customer happiness.



The cleaner station staff will clear the paths of dirt and garbage, so your visitors don't get a negative impression of the park.

Even with these cleanup efforts, the park's paths get dirty after a lot of traffic. In some areas, no matter how many trash cans you deposit around, things still get grimy. It's time to hire a cleaning staff (the cleaner station building). Depending on the size of your park and the number of visitors, you can hire up to five workers to sweep the place as clean as Disney World. If you find yourself short of cash early in the game, cleaning can wait, but you'll be forced to deal with it once you attract a steady tourist influx.



Monitor an individual cleaner's progress by zooming in and watching where he or she heads.



Messages



Messages update you on all facets of the game, including fossil recovery.

While your park develops, messages pile in. The biggest mistake you can make is to ignore these important notifications. Sure, there are times when you'll be in the middle of something and can't be bothered—like sedating and moving a dinosaur—but you need to access them as soon as you can.



Unless you're in the middle of a helicopter rescue mission or something else important, answer your mail immediately.

The messages are your "to do" list. Sometimes you're given important information, such as the announcement of a new research discovery, and sometimes your e-mail serves as a troubleshooter to head off injured dinosaurs or prevent severe weather from crippling your park.



Urgent messages can help minimize damage from emergency situations like the dreaded twister.

At the very least, your messages help you keep track of all the tasks at hand. They're especially useful for beginners, so that they don't forget about an area of the park and let it run into the ground. Even for advanced players, messages can point out things you'd never be aware of, such as maintenance on a bathroom or a sudden lightning strike downing a fence on the far side of the park.



Park Goals



Eventually, you'll sock away enough money to buy a popular dinosaur like the velociraptor. The higher-rated dinosaurs bring in more tourists.

If you keep your mini-park manageable, you will slowly become successful. Make sure you have the proper infrastructure chugging along before you open the park up to more pens, kiosks, attractions, and potential revenue.



Multiple dinosaur species will improve your park's rating. It's especially appealing to thrill seekers if you put herbivores and carnivores together and let them go at it.

Once you can spend cash, your long-range plans should include hatching as many different—and hopefully more popular—dinosaurs. The better the dino selection, the higher your park will be rated. Inch Jurassic Park up to four or five stars and everyone on the planet will want to see the wonders you have wrought.



Check your earnings under the finance report. If your budget stays negative too long, Ingen will hire someone else to do the job.

As with messages, reports help you stay informed with all aspects of the park. If you want to know where all your money is being spent and what's earning you the most income, click over to the finance or entertainment summary. The visitor summary gives you a snapshot of what types of travelers are in your park and what they're looking for. The most frequent checked information will be the performance report, which includes the valuable monthly Ingen updates. Here the park's board of directors tells you how you're doing in no uncertain terms. Mess up big time and they'll give you a few months to shape up, or they'll close you down permanently.



The visitor summary shows you what the tourists think of your park.

After several years of strong, steady growth, your Jurassic Park will be the most talked about vacation spot of the year.





DINOSAUR COMPOUNDS

You can sell hamburgers at the food kiosk. You can build fountains to make the park look pretty. You can even charge customers to use the bathroom stalls if you like. However, all that doesn't matter if you don't have dinosaurs in a dino compound.



Concentrate on dinosaurs and their pens. Why else do people come to your park but to see prehistoric reptiles?

The dinosaur pens are the most important feature in your park, and as a result, you should put the most planning into their size, shape, and design. How big should you make a pen for a small herd of dilophosaurus? What about an area to house five different dinosaur species? Should you include elaborate security measures? It all comes down to how much money you're willing and able to spend.

Tip

Check the dinosaur summary in the reports section periodically. You can call up specific information on your dinosaurs, including each species' security requirement.

Fencing



Small pens house half a dozen or fewer dinosaurs. Larger pens can hold an army.

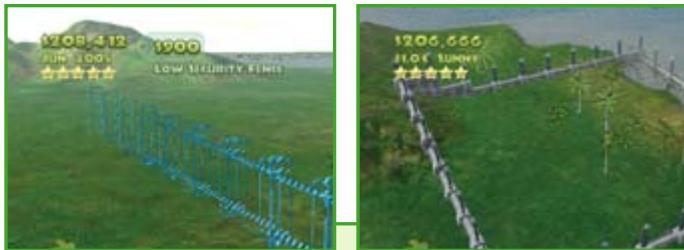
Question number one: What sort of dinosaur preserve are you trying to create? Obviously, if you have only a single herd of small herbivores, you don't need a large pen. Even larger dinosaurs don't need a continent-sized pen; you can keep it relatively small to reduce cost. Remember, each section of low-security fence costs \$100—and that's the cheap stuff. It adds up quick.



Use low-security fencing for the herbivores. Medium fencing contains most carnivores. Break out the high-security links for the tough-to-control dinosaurs like spinosaurus.

Next, choose your grade of fencing. The majority of the time it will be low-security fencing; even powerful but nonaggressive dinosaurs like ankylosaurus or brachiosaurus don't require more than that to keep them safely at home. If you have a monster like tyrannosaurus, opt for the high-grade fencing or your cleaners will be mopping up tourists when the inevitable breach occurs.

In most circumstances, a three-by-three pen works best. You can still fit a hatchery, feeder, lake, and paleo trees inside, plus have room for a small group of dinosaurs to frolic. Expand the size if you increase the number of large-sized dinosaurs or approach double digits for total dinosaurs.



Design a three-by-three grid for your starting pen. Unless you plan on housing several dinosaur species in the same compound, stick with this design for most pens.

Beginners usually make the mistake of spending a fortune on huge compounds for their pets. Nice as that is, you won't be able to afford the other essentials the park needs to survive. As with most aspects of the park, start out small and in control; you can get fancy later.

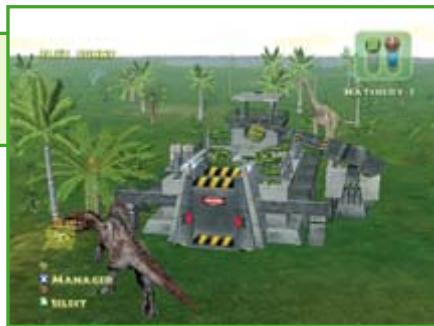
Caution

Inexperienced players may spend too much on dinosaur fencing. Scale back most compounds to a three-by-three grid.

Hatcheries

Every pen does not need a hatchery. Yes, it's convenient to have the little reptiles born right into your carefully prepared setting. And yes, each hatchery costs \$6,000 and you only get five hatcheries to spread around the island.

You only need a single hatchery to breed all your dinosaurs.



Save money by setting up one hatchery for an entire quadrant of your park (the mini-park you initially set up is a good example of this). Each hatchery can breed all dinosaurs that your fossil team discovers. Rather than waste precious dollars on multiple hatcheries, use your ranger station helicopter to sedate and move dinos around the park.



One hatchery can service three or more pens.

A common practice involves setting up two or three pens, with one hatchery shared among them. Hatch a species into the first pen—the one with the hatchery—and then cart off, via helicopter, the next two dinosaur species into their respective pens. All it takes is some time on your part to transport the new dinosaurs, and you save \$12,000 in the process.

Food & Drink



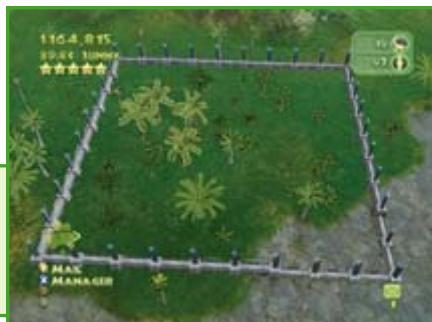
Keep your dinosaurs alive with the proper amounts of food and drink. Dead dinosaurs lower your park's appeal.

Dead dinosaurs are no fun. You feel bad when you see them lying all sprawled out on the ground, and the tourists seriously question your park standards if they get a whiff. The quickest way to turn your prized pets back into fossils is to forget to equip the pen with the necessary food and water.



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Here are three examples of improper pens: no food dispenser, missing water supply, and no paleo trees.



The first thing to do after fencing in an area is to drop in a food dispenser. Depending on the type of dino you expect to populate the pen, choose the herbivore or carnivore feeder. Always click the food source to its highest setting—paleo bales for herbivores, cows for carnivores. It costs a little more, but who wants to worry about feeding your dinosaurs enough food? Pay the extra and rest easy.



Serve the best food, with paleo bales for herbivores and cows for carnivores.

With food taken care of, add a water source. Ideally, run your pen around an existing water source—a stream, lake, or the ocean. Apparently, the dinosaurs like the taste of salt in their water, since an ocean-side water hole works just as fine as dropping in a lake.

Caution

There is a limit to how many of each item you can build in the game. No matter how much money you have, you can only create five hatcheries.

Natural Surroundings



If you don't put paleo trees in your compound, stress can send dinosaurs into comas.

Planting trees in Jurassic Park saves the environment and your dinosaurs. If you don't dress up the area like the dino's native habitat with paleo trees, the dinosaurs' stress levels quickly rise. Ignore the problem and you'll have dinos keeling over, and your park rangers will have to constantly fly out and revive them. One or two plops with the paleo tree tool will redecorate the landscape to acceptable prehistoric levels.

Tip

For each pen you build, make sure at least a quarter of the real estate contains paleo trees. This reduces your dinosaurs' stress levels.

Mixed Species

There are four tourist types that visit your park: mainstream, dino nerd, fun lover, and thrill seeker. To please them all, you're going to have to invest in a lot of dinosaur species and many varied attractions.



Mainstream tourists like the big-name dinosaurs like ankylosaurus.

Your mainstream tourist wants the dinosaurs we all recognize by name: tyrannosaurus, brachiosaurus, velociraptor, stegosaurus, etc. If you keep your park active on all levels and attractive to a variety of people, your mainstream fan should be pleased.

DINOSAUR COMPOUNDS

Security



A ranger station takes care of many problems, from moving a sick corythosaurus to preventing a loose albertosaurus from harming anyone.



Tip Whether armed with tranquilizer dart or bullet, your rangers should be called first in an emergency so they can scramble the helicopter in time.

It's a no-brainer to match the correct fencing with the appropriate dinosaur. You don't use low-grade fence to corral a tyrannosaurus. That's not all, though. A ranger station has many uses, but the most important is dealing with the dinosaurs. Whether a dryosaurus gets sick or an allosaurus gets loose in the complex, your rangers can fix the problem. Call them immediately to sedate an albertosaurus with a tranquilizer dart, to move an offending spinosaurus out of its pen, or to silence a rampaging carcharodontosaurus. For the ultimate in dinosaur control, research the lethal gene program so you can shut down a dinosaur the second there's a problem.



Research the lethal gene to instantly kill any dinosaur in the park.



Dino nerds are sticklers for details, so make sure you keep dinosaurs from the same time period together.

Dino nerds are nitpickers. They want the dinosaurs to live in historically accurate situations. Dinosaur A can exist in the same pen as Dinosaur B if they're from the same time period. Put tyrannosaurus with brachiosaurus and alarm bells go off in their heads. To please the dino nerd, mix your species, but keep Jurassic with Jurassic, Cretaceous with Cretaceous.



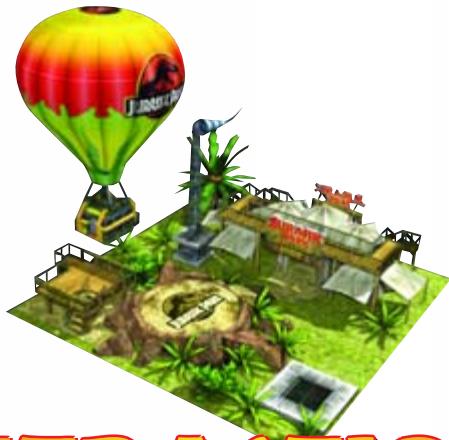
Fun lovers want to see herbivores playing together.

Fun lovers want to see playful dinosaurs, not vicious, blood-thirsty dinosaurs ripping the heart out of a kill. Naturally, fun lovers are drawn to herbivores. To maximize fun lovers' happiness, place two or three different herbivore species together. Get them from the same time period and you excite dino nerds too.



Thrill seekers devour carnage. You can't give them enough dinosaur fights, so let the carnivores loose.

Thrill seekers are easy. Carnage, carnage, carnage. They want carnivores, and they want carnivores attacking all the time. This can get expensive with the carnivores ripping into everything, but you don't have to worry about time eras—just throw whatever dinosaurs you have together in gladiatorial combat and watch the thrill seekers' eyes light up.



ATTRACTIOnS



Every dinosaur pen needs one or two attractions so you can earn money for housing the prehistoric reptiles.

When you dress up a dinosaur pen with a ride or a viewing area, you have an attraction. If handled well, attractions can turn a steady profit. But with five different attractions, which ones are the best? How many should you put along a pen? What price do you set? Think of attractions as the icing on the cake: without a good frosting, the cake's going to taste a bit dry.



Multiple attractions draw tourists of all persuasions.



The balloon tour, viewing dome, and safari adventure attractions must be researched.

Two of your attractions, the viewing vent and viewing platform, are available immediately; the other three, you have to research. That said, your first few dinosaur pens probably will rely on the viewing attractions. Place one or two along the main fence for your dinosaur pen—the one that touches the pathway—and eke out a living until you can get more extravagant.



Unless you have an incredible pen with dozens of dinosaurs, four viewing platforms in the same corner is overkill.

A good rule of thumb is to place no more than two attractions along any fence. If it's a particularly thrilling compound—say, one with a tyrannosaurus, spinosaurus, and carcharodontosaurus duking it out—you can get away with more, but don't glut the area. Multiple attractions will cannibalize profits of each other, unless you have a winning compound everyone in the park is dying to see.



A big dinosaur pen could have both a safari adventure and a viewing dome.

An exception to this rule is a really big dinosaur pen. In this case, it might be possible to place viewing platforms, a safari adventure, and a viewing dome all in the same compound. With so many dinosaurs wandering the enclosure, there's something for everyone.

Zoom in on your park guests to identify their preferences.



Finally, watch your percentages. Zero in on an attraction and call up its stats (the bar in the upper right-hand corner). This tells you how well your attraction is drawing, and also toward what clientele the attraction is geared. If your bar is full red, it means thrill seekers will enjoy the view or ride, while full green appeals to fun lovers. If you've got a balance of colors, the attraction will draw a small percentage of all tourists, though it won't bring in the big numbers. Try to stay away from attractions like this. It pays off to focus your dinosaur pens, so you know you have all the different tourist preferences covered and can ensure more money rolling in.



Match your attractions to the tourist preferences by changing the attraction name.



Viewing Vent



The cheapest attraction, the viewing vent, should be used early, but not often.

This is the lowest form of entertainment. Basically, a viewing vent is a raised platform with slots in it so you can see through the security fence. Don't expect big dollars off this attraction. It's a necessity early on because you have to research three of your attractions. However, the viewing platform can be more lucrative, and it certainly looks cooler, so go with platform over vent if you can spend \$3,000 as opposed to \$1,500.

Viewing Platform

Don't be surprised if you use up all 20 viewing platforms. They should be your staple attraction.



Viewing platforms are your staple attraction, allowing visitors to watch multiple dinosaur enclosures at once. In fact, by the time you hit the five-star mark, your park might contain all 20 of your allotted viewing platforms.



Watch your attraction's status bar (upper right corner) to monitor which tourists it will draw.



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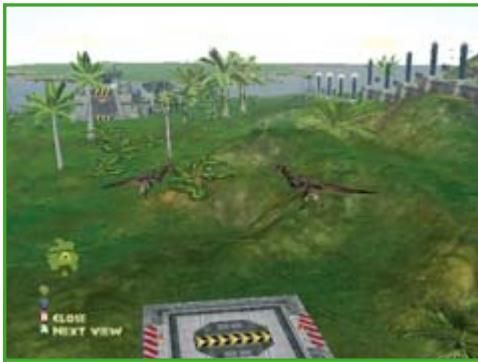


The first thing to do with a viewing platform (and with a viewing vent and viewing dome, for that matter) is set it to match the makeup of the dinosaurs in the pen. If the pen is 100 percent herbivore, set the platform to playtime. For herbivores and carnivores together, set it to thrill. If you only have a few minor dinosaurs, or none yet, set the platform to scenic. These settings will attract the appropriate park guests, and those who pay should walk away with a good experience. You can fool others by having a false setting—such as a terror selection in an all-herbivore enclosure—but you're only doing yourself a disservice. You'll take those tourists' money, but your park's prestige will take a hit.

Tip

To earn extra money on attractions, don't set the price too high. Instead, maintain a reasonable ticket price but lower the viewing time to move more people through the ride.

Next, price your viewing platform. You can charge whatever you want. I've found that \$25 apiece works well. It attracts guests and earns you some extra cash. What's the next step? How do you really tip the scales in your favor? Just the opposite of what you'd think. Don't raise the attraction price too high. Instead, cut down on the viewing time. This effectively gives you a higher profit margin—the ticket price will seem affordable, and you move more people through the attraction.



Want to be a tourist? You can see exactly what they're seeing in the viewing platform by clicking on the view option.

Balloon Tour



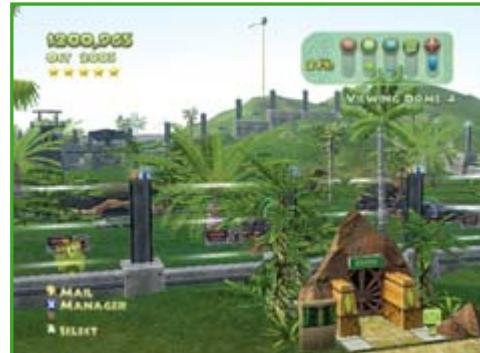
If you don't put paleo trees in your compound, stress can send dinosaurs into comas.

For the highest-dollar attraction in the park, the balloon ride, you can charge \$100 or more and no one bats an eye. It is the best attraction in the park, after all, as it cruises over your dinosaur pens in a great big loop. Choose a path that soars over your larger herbivores and carnivores (so balloon riders can see them!), and this attraction can be a very popular, big-money item. Remember, to fly the balloon tour in rainy weather you must research the gyro stabilizer.



Balloons will be grounded during thunderstorms unless you research the gyro stabilizer.

Viewing Dome



A viewing dome's entrance is outside the dinosaur pen. The dome itself can be placed anywhere within the enclosure for maximum viewing pleasure.

The same rules apply to the viewing dome as the viewing platform. The difference here is that the viewing dome puts only safety glass between the park guests and the dinosaurs. It's a more exciting attraction than the viewing platform, but you have to pay for that with an upfront cost of \$5,000. To appeal to a broader audience, it's best to go with a variety of attractions, so sprinkle in a viewing dome when you can. And if you see them starting to captivate your patrons, invest in more.



Safari Adventure



You can earn good money with the safari adventure, but it's also extremely dangerous. In addition to charging a hefty price to ride inside a dinosaur enclosure, the safari adventure also offers the chance to take photos of the dinosaurs. These photos, if of a high enough point value, can be turned in to the Ingen public relations department for extra cash (they use them to promote the park).

Caution

One fatality drops your park's prestige by a half point, and you're fined \$5,000. The safari adventure is a risky proposition, since you put guests at risk inside a dinosaur enclosure.



This all sounds good. The problem, though, lies with a vehicle, no matter how reinforced, driving around a dinosaur pen. Eventually, one of these vehicles will get stepped on, smashed, or trampled or just break down. Then you have an emergency rescue mission on your hands and possible fatalities. Since a single fatality costs you \$5,000 and half a star on your park rating, it doesn't seem worth it to have many of these rides operating. Stick to just a few that you can monitor often.





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FOSSILS



A tyrannosaurus couldn't even exist, let alone run around your park, if it weren't for DNA in fossils.

If it weren't for those ancient bones in the earth, we would never have known dinosaurs existed. Fossils are our link to the prehistoric beasts, and in Jurassic Park, fossil DNA is our means for raising the giant reptiles in a theme park setting. It's really the most important facet of the park, because without DNA, you won't have any dinosaurs or any park. As you zip around the park doing this and that, as the e-mails pour in about the latest discoveries and catastrophes, you can't help but find yourself excited when Dr. Grant's dig reports come in and you've uncovered another fantastic animal for your island.



Even at 100 percent DNA, an albertosaurus only lives four years. Be prepared to ship a lot of fossils to your lab so you can genetically create more and more dinosaurs.

Fossil Hunts



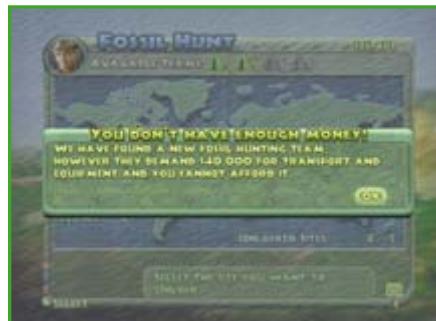
No matter how often you initiate fossil hunts, you'll never uncover all 25 dinosaurs.

You can't dig up every type of dinosaur. You only get five dig teams and can only unlock five of the nine dig sites. With so many choices and limited resources, where do you start?

Even before you break ground on your new theme park, hire your first dig team.



Your first choice is when to hire your initial dig team. The answer: immediately. You want a dig team on-site and sifting for fossils as soon as you start the game. The more time you give the team, the more DNA it'll gather for you. The more DNA you have, the more dinosaurs you can raise and more the park profits. The \$5,000 for the starting dig team is a bargain, so spend it as one of the first things you do on your new island.



Your fifth dig team is expensive—\$40,000—expensive to be exact—so purchase the extra manpower when you have a large surplus.

You can hire a total of five dig teams, and you want to get up to at least three as soon as you can afford it. Start off with one, and after your park has been running for a few months, add a second dig team. After a year, add a third. The fourth and fifth dig teams are luxuries.

The plains in Judith River Group A are exhausted. You can check the current status under the content entry.



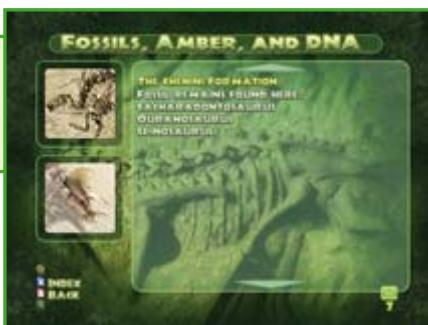
When you click on a site, set your team in the most lucrative area of the three. You can gauge an area's fossil capacity under the content field. An exhausted area is devoid of all but negligible finds, while a good area can yield lots of fossils. Given a choice and only one team, start with the better area and work your way down to the weakest.



Once you control three dig teams, spread them out one to each location at a dig site.

After you acquire three teams, drop one team in each area; it's easier this way. The object is to mine each area until it reaches the exhausted state. If you have fewer than three teams, you'll have to come back and rotate your team(s) until all the areas are barren. With one team in each area, you won't have to come back and check; they'll all reach an exhausted state at about the same time.

The impressive Chenini Formation gives you both a five-star and a four-star dinosaur.



Tip

If you need money, don't be afraid to leave your dig team in an "exhausted" site. You may not discover dinosaur bones, but you will find gold, silver, and opals for your spending pleasure.

Based on dinosaur popularity, the best dig sites have to be the Chenini Formation and the Tendaguru Beds. The Chenini Formation showcases the five-star spinosaurus, four-star carcharodontosaurus and, as a throw-in, the two-star ouranosaurus. The Tendaguru Beds have the same popularity breakdown: the five-star brachiosaurus, four-star allosaurus, and two-star kentrosaurus. Dig out these sites to increase your park's dinosaur quality.



To resurrect an herbivore like homalocephale, dig at the Flaming Cliffs.

Select other sites depending on your needs. If you have a lot of carnivores, consider Hell Creek Formation B, which has three herbivores—triceratops, edmontosaurus, and pachycephalosaurus. If you're looking for that five-star super-attraction to put you over the top, maybe Judith River Group B is your site with its tyrannosaurus remains.

To unearth tyrannosaurus, dedicate dig teams to Judith River Group B.



Fossil Market



Unless you can pay top dollar, the fossil market is out until after your park has been open for several years.



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The fossil market is way too expensive for a beginning park. When a fossil can go for as high as \$15,000, and the cheapest find still rings up at \$2,400, you can only go

shopping there when you have a wad of cash burning a hole in your pocket. For the first couple of years of your park's life, you probably won't be visiting here much. Let your dig teams do the fossil hunting for you at the game's start.

When you can't find the fossils at a dig site and you want to reach the 100 percent mark for a particular dinosaur, you may want to purchase a single fossil from the market.



The best time to use the fossil market is when you're trying to perfect your dinosaurs or can't find a species through normal means. Sometimes, your dig teams will exhaust an area and you won't have 100 percent DNA on a dinosaur from that area. That's a great time to shop at the fossil market for that last missing piece of the puzzle. Also, after you've unlocked your five dig sites, there will be sites you can't dig in any longer. It's perfectly acceptable then to head to the fossil market and gather up the bones of dinosaurs that will never be available to you any other way.



Always check the quality of the bones you're buying. Torso bones are of medium quality and will give you between 10 and 15 percent DNA.

When purchasing fossils at market, be aware of the bones' quality. A head means high content, a torso medium content, while individual bones signify low content. You pay less, obviously, for low-quality bones, but you receive less. A low-quality bone might yield anywhere between five and 10 percent DNA. By contrast, a high-quality fossil will probably yield between 15 and 20 percent DNA.

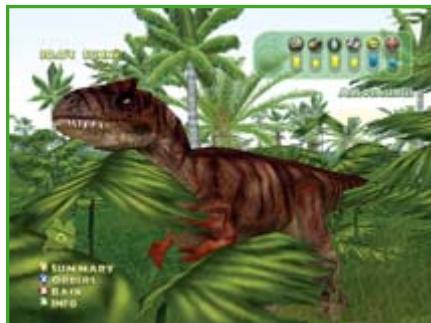
You can leave a dig team at a site even after it's exhausted to excavate rare metals to sell.



Tip

The fossil market refreshes periodically. If you can't find what you want immediately, check back after a change and see if your lucky bones have shown up.

Genetics Lab



The genetics lab wants all dinosaurs at 100 percent DNA so their life expectancies can max out.

In the genetics lab, your little dinosaur miracles are created. Since the true goal of Jurassic Park is to manufacture real dinosaurs, your goal is to reach 100 percent DNA in each species you own. You can limp by with 50 percent DNA—at this point, you can hatch the dinosaur—but your dinosaurs will live months instead of years.

Once your acrocanthosaurus, or any other dinosaur, reaches 50 percent DNA you can hatch a real specimen.



Plan for a perfect score, though. It'll save you money and prevent a lot of time-consuming headaches in the long run. Once you reach 100 percent DNA, if you ever find fossils from that dinosaur species again, Dr. Grant automatically sells them off for you. No fuss, no mess. Who wants to manually sell the extra fossils off?



After you reach 100 percent DNA, new fossils from the completed dinosaur will automatically be sold.

Tip

In general, only sell your dinosaur fossils after you've reached 100 percent DNA for that species.

Don't sell your fossils unless you have 100 percent DNA. However, you've got to be smart. Let's say you have 92 percent DNA on triceratops. If you have a low-quality fossil and a high-quality fossil, don't send the high-quality find to your scientists for processing. You can send the low-quality and still reach 100 percent DNA, plus sell off the high-quality fossil for a larger chunk of change.

Amber delivers 20 to 40 percent DNA and sells for big bucks. Do you send a chunk of amber to the genetics lab or the bank vault?



There's one exception to the selling rule: amber. Amber can be a difficult call. On the one hand, amber yields between 20 and 40 percent for a dinosaur. On the other hand, you don't know what dinosaur the DNA is for. Amber can also be sold for good money. Most of the time, sell amber early to make some money for park growth and maintenance. Later, once the money continues to roll in, send the amber to the labs for processing and hope it gives a huge boost to one of your key dinosaur projects.



Spinosaurus fossils are hard to find, but the results in your park can be spectacular.

Dinosaur Summary

Use the dinosaur summary to track the DNA percentages of all your dinosaurs.

After a year of two of digging, processing, and hatching, you won't remember the status of your dinosaur DNA. That's where the dinosaur summary report comes in. Click on the dinosaur summary option and it calls up all your dinosaurs and their DNA percentage. Examine which dinosaurs need a boost, and reallocate your dig teams to track down fossils for the lacking dinosaurs. It's also a useful tool for seeing which dinosaurs have been killed off across the park, so you can hatch replacements when necessary.



The dinosaur summary can also check on the count of your dinosaurs. If a species is wiped out for whatever reason, immediately hatch new ones to preserve your variety.

As with most things in *Jurassic Park: Operation Genesis*, be patient and wait for results before changing your plans. Utilize all the archaeological tools at your disposal and your dinosaurs will thrive in no time.

Let your fossil hunters do their job and your theme park will flourish quickly.

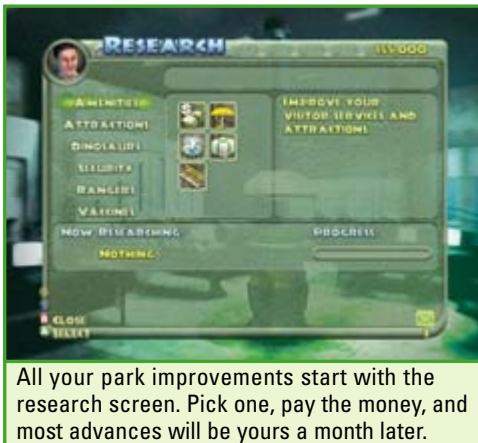




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RESEARCH



All your park improvements start with the research screen. Pick one, pay the money, and most advances will be yours a month later.

Your research department does more than play around with test tubes. Through genetic science, researchers grow your artificial dinosaurs, but they're also responsible for all the inventions, added security measures, special attractions, dinosaur vaccines, and upgrades on the island. Whether you want that new cash machine installed at the park entrance, the high-voltage fence constructed around the tyrannosaurus pen, or an avoidance beacon placed near the visitor shelter, you have to talk with Dr. Wu and the gang to get it ready.



Dr. Wu informs you when projects are finished and when you may begin others.

Top Priorities



Once your park gets up and running, research opens up several possibilities for advancement.

What should you research first? There are tons of choices, but some are too expensive to start on right away, and some are completely useless for a fledgling park. Though you have time to research many options, generally there are a few key advances you want early.

Cheap Necessities

Cash Machine



Tourists will spend more money at your kiosks and attractions if you install ATMs.

You want your patrons to spend money, right? It'd be even better if they spent a lot of money. Your first research advance, even before you open the park, should be the \$600 cash machines. We all know how annoying it is to not have a cash machine around when you want to go on a buying spree.

Weather Guard

Unless you want your visitors to leave the park in rain, you have to provide the weather guard advance early.



Five hundred bucks will buy your guests happiness, or at least relative comfort, in a thunderstorm. Considering that your island gets hit with rain an average of four or five months per year, you need this amenity quickly. Visitors will leave in droves if the weather's bad and you don't have umbrellas at the ready.

Binoculars



For your visitors to see the dinosaurs close up, you need the binoculars upgrade.

Visitors will complain if they can't see your dinosaurs, especially when you're forced to begin with tiny guys like dryosaurus and gallimimus. It's best to shell out \$600 and invest in binoculars to improve your guests' viewing experience.

Security Fences

When you find large dinosaur DNA, research medium- and high-security fencing.



Maybe not immediately, but as soon as you dig up large dinosaur bones, you need the medium- and high-security fencing. Using the appropriate strength fence limits the number of emergency situations you'll place your park guests, and dinosaurs, in, so this research advance becomes a necessity fairly early in the game.

Key Inventions

Super Extractor



To get big monsters like the carcharodontosaurus into your park even faster, invest in the super extractor.

Of the big-dollar advances, the super extractor should be the first. It enables your scientists to gain more DNA from each fossil. Translation: It saves you a lot of money. Your dig teams don't have to spend as long at each site, and your dinosaurs will pop out of the hatcheries quicker. There's a reason it's priced so high.

Hatchery Immunization



Invent the hatchery immunization and your dinosaurs will automatically be injected with your latest disease vaccines.

Same goes with this advance—big price tag, but excellent value. Once you have this advance, plus all the vaccines, your dinosaurs no longer get sick. Well worth the \$5,000 for peace of mind, and if you save even two dinosaurs this way, you've made back your money.



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Gyro Stabilizer



The rangers' helicopter can't fly in bad weather without the gyro stabilizer.

For \$2,000, your helicopters can fly in thunderstorms. Buckets of rain pour down on Jurassic Park, so unless you want your rangers grounded during storms, you have no choice but to buy the mechanical upgrade. Gyro stabilizers also allow balloon tours to function during the rain, so you'll make back your money in no time.

Amenities

Most of your amenities are more than extra services; they're essentials. You might be able to live without fountains adorning your park or extra rest areas for the weary tourist, but you can't function well without cash machines, weather guards, and souvenir stands.

Amenities make the difference between just scraping by and turning a big profit.



Cash Machine

It's one of the top-rated research advances. Invest in them and your tourists will spend more money.

Weather Guard

Here's another advance on the must-have list. Avoid the rainy-season blues and keep people in the park with the umbrellas the weather guard provides.

Souvenir Stand



Extra cash can come from souvenir stands strategically placed near food kiosks.

For \$2,000, you open up the entrepreneurial possibilities of selling dino toys, amber charms, and rainbow-colored balloons to the masses. Stick a souvenir stand near every kiosk and watch the profits ka-ching.

Fountain

For a nicer-looking park, you'll want the \$400 fountain.



You don't need it. A fountain beautifies your park and makes your visitors' experience more pleasing. For only \$400, it seems like a no-brainer to develop the fountain technology when you have a chance, though there's no rush.

Rest Area



Help out elderly, handicapped, and tired travelers with frequent rest areas.

This would be ranked higher if it didn't cost so much. A rest area helps your weary visitors, because you can place them at strategic spots around the park to increase the comfort factor.

Attractions

Besides the entrance tickets, you rake in the most money from attractions. One balloon or safari ride can earn you \$100 or more (whatever price you decide), so these attractions take in large sums of money, in contrast to the kiosks and souvenir stands.

Binoculars

They're not exactly an attraction, but the binoculars increase your guests' viewing capacity, which helps all your attractions make money.

Balloon Tour



Your pricier attractions, like the balloon tour, raise huge profits over time.

What a ride! Your park tourists get to fly over a huge portion of the park and see all the dinosaurs from a great vantage point. Though this research advance takes two months to develop, you can't go wrong with the biggest-ticket attraction in the park.

Safari Adventure

The safari adventure ride brings park visitors right next to the dinosaurs.



Second only to the balloon tour for a big-ticket attraction, the safari adventure has the advantage of not being grounded during rain (the balloon tour will be until you purchase gyro stabilizers). It costs \$2,000 and takes two months to develop, but when it's ready, you can lay track in any dinosaur compound and start charging for up-close-and-personal rides.

Viewing Dome



Tourists actually walk into the dinosaur compounds with the viewing dome.

Depending on your financial situation, you may purchase the viewing dome upgrade before the balloon tour or safari adventure because it's ready in a month and costs only \$1,250. Once it's installed, your tourists can go *inside* the dinosaur pens through an underground tunnel and see their favorite stegosaurus or velociraptor face to face in the protective dome.

Dinosaurs

Dinosaurs are the lifeblood of the park, so their research advances should prove valuable—and they do. All five of them will help you immensely, but because of their costs you have to go slow.



The dinosaur advances speed up your DNA and growth processes.

Super Extractor

One of the top research advances, if not the best, the super extractor gives you more DNA for less money. Since the name of the game is to create dinosaurs, and as many popular ones as possible, you're doing yourself a disservice if you don't invest in the extractor after your first dinosaurs churn out of the hatchery.



Hatchery Immunization

Like the super extractor, the hatchery immunization saves you money in the long run. After it's installed, all your newborn dinosaurs will be juiced up with whatever vaccines you have researched. Once all six vaccines are unlocked, your dinosaurs don't have to worry about sickness again.

Growth Booster

The growth booster can't transform a camarasaurus into a brachiosaurus, but it can improve the speed with which your park hatches dinosaurs.



The booster is a nice plus; it allows you to speed up a dinosaur's birth process. Again, if your dinosaurs show up faster, your park will make more money. Three thousand is a small price to pay for quick-hatching dinosaurs.

Auto Lure



Auto lure draws your dinosaurs to high-traffic areas where the tourists can see them better.

It might be the weakest dinosaur advance; still, you can use auto lure effectively by placing it near the front of each dinosaur pen and drawing your beasts to where the tourists can gawk at them. Impress your guests for a down payment of \$1,200.

If for any reason you need to retire a dinosaur quickly, the lethal gene is the most humane and best option.



You can't research this until you learn all other dinosaur advances. As soon as you do, invest in the lethal gene for a whopping \$20,000 so you have absolute control over your primitive pets. Rest easy once the lethal gene becomes yours—should a dinosaur get out of hand, one touch of the button drops it like a slab of beef.

Security

All your park visitors have a security status bar on them; it shows you how well protected they believe they are in the park. If they feel safe, you're doing your job. If they don't, they'll leave in droves and your park will shut down. Follow the simple rules for security and you won't have to call in the National Guard.

Medium- and High-Security Fences



It's a real mistake to put dangerous animals like tyrannosaurus behind a low-security fence.

Your best security option is fencing. You start with low-security fencing, which controls most animals. However, you need medium- and high-security fencing for the bigger dinosaurs. Spend your money on fencing advances and you really won't have to worry about the other security advances until you have extra cash. You can get the high-security fence only after you research the medium-security version.

Visitor Shelter

Tourists will run to the closest visitor shelter in case of an emergency.

After fencing, the only other necessity is the visitor shelter. When you call for an emergency shutdown to the park—for example, if a twister is on the way—park visitors run for the nearest visitor shelter or park entrance. Considering that you may have only one or two park entrances, that's a long way to go for a tourist on the far side of the park. A visitor shelter is like park insurance against the inevitable disaster.

**Avoidance Beacon**

Avoidance beacons drive dinosaurs away, so place them in areas you don't want the animals, such as dead corners of your exhibits.

Two thousand bucks lands you an avoidance beacon that can steer dinosaurs away from trouble spots and toward high-traffic locations where visitors can enjoy them.

Sentry Turret

For extra security, place sentry turrets in heavily trafficked areas. If a dinosaur enters the forbidden zone, you can have the sentry turret take it out.

It takes two months and \$3,000 to develop a sentry turret. This extra protection against wild dinosaurs really isn't worth it once you have the rangers' retire skill or the dinosaurs' lethal gene advance. Research this one last.

Security Camera

A security camera will notify you of dinosaurs in the area and detects a breakout.



The next three research advances are not essential, and usually can wait until last, after everything else has been discovered. For \$1,500 the security camera tightens security in the area and quickly alerts you of a local problem.





Rangers

While you run around administrating, your rangers act like the S.W.A.T. team for the park. If the dinosaurs get out of hand, the rangers show up to handle the situation. They also act as caretakers, saving dinosaurs that are stressed out or sick. The rangers' advances augment the helicopter, which they use to reach all the dinosaurs.

Gyro Stabilizer

As mentioned earlier, you need the gyro stabilizer to fly the helicopter in bad weather. Emergencies don't choose sunshine all the time to announce themselves, so a gyro stabilizer is a good thing.

Retire



Retire mode enables helicopters to gun down problem dinosaurs.

You'll want this option after the first year or two. Retire gives your helicopter the ability to shoot down dinosaurs. When each park death costs you \$5,000 and half a point of prestige, the \$1,500 retire price tag looks like a bargain.

Double Battery

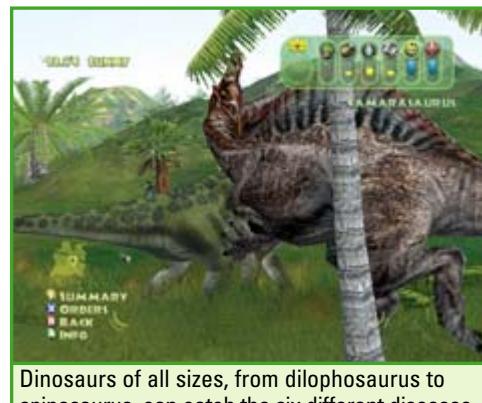
A security camera will notify you of dinosaurs in the area and detects a breakout.



Most of your helicopter missions are very short, so your rangers can easily perform the operation in plenty of time. The double battery allows the helicopter to stay airborne longer, so if you find yourself on long missions, purchase the advance earlier.

Vaccines

One vaccine is the same as another; it all depends on what diseases your dinosaurs catch. If your parasaurolophus pen gets infested with ticks, your rabies vaccination won't do a thing. Manufacture the cheaper vaccines—those less costly in both time and money—first and then pick up any essential ones if one of your dinosaurs shows the symptoms for that particular disease.



Dinosaurs of all sizes, from dilophosaurus to spinosaurus, can catch the six different diseases.

Bumblefoot

This disease strikes your dinosaurs often, yet the vaccine only costs \$1,000 and takes two weeks to research. Pick this one up early.

Tick Infestation

Tick infestations are just as common as bumblefoot; shell out the \$1,000 and two-week time investment to prepare this vaccination.



Once you've researched all six vaccines and obtained the hatchery immunization, your dinosaurs can't die from sickness.

Dino Belly

This vaccine is a little more expensive at \$1,500, and it takes three weeks to develop, but dino belly shows up enough that you should worry about the disease.

Gastric Poisoning

You need protection against the diseases that center around food poisoning, since dinosaurs frequently eat modern-day plants that can cause health problems. It takes a month and \$2,000 to research this vaccine, but then you've permanently wiped out gastric poisoning.

As with retiring a dinosaur, you can medicate sick dinosaurs from the chopper with drugged darts.



Dinosaur Flu

If you think it's bad when you sneeze, imagine a camarasaurus with a stuffed-up nose. There's no need to panic—just whip up the dinosaur flu vaccine for \$1,750 and there's no need for cartloads of tissues.



Fail to research your vaccines in time, and there's only one, final fate for sick dinosaurs.

Rabies

Foaming at the mouth is a sure sign there's something wrong. Of course, you don't want to wait till it gets that bad, so spend the \$3,000 when you can and research the rabies vaccination after you've paid for the others.

Fund House



Research advances ultimately make your guests happier and keep your dinosaurs healthier.

Remember that research helps your park with the little things. It doesn't, however, run the park. When push comes to shove and you need money, slow down or stop your research to pay for the essentials. Later, when you build up a surplus once again, you can always resurrect your research program and install those sentry turrets.



EMERGENCIES



Your natural disaster emergencies come from tropical storms.

A big, fat meteor might have taken out the dinosaurs. Nothing so drastic will hit your Jurassic Park; even so, you must be prepared for all sorts of emergencies if you want to climb to the top of the entertainment world. Besides the loss of money involved, think about the loss of lives if you let a rabid triceratops slip through the fences or a hungry ceratosaurus chomp on panicking tourists. Beginning with the island's first thunderstorm, you have to be ready to call out your rangers at the first sign of trouble.



To avoid dead reptiles, pay attention to your incoming emergency e-mail messages.

Grace under Pressure



Your fifth dig team is expensive—\$40,000 expensive to be exact—so purchase the extra manpower when you have a large surplus.

The first rule in any crisis situation: Don't panic. You want to act quickly. At the same time, you don't want to act hastily and click the wrong command, dooming the island. Think before you act. Decide on a countermeasure to the emergency and then respond.

Tip

Maintenance prevents emergencies. If you keep up with your building repairs and dinosaur checkups, you won't need to worry about a sudden fire or comatose camarasaurus.



Repair buildings whenever they need maintenance.

Most of the time the response to an emergency situation will come from your rangers. That's why it's critical to build a ranger station early in the game. In fact, spend some of your starting funds on a station. You don't want your dinosaurs going into comas without someone around to revive them.

Dinosaur Difficulties



Usually, you can give the rangers a command, and they'll go handle the emergency. For example, to sedate and move a troublesome tyrannosaurus, just click on the appropriate commands, and when the rangers are finished, move the t-rex wherever you'd like.



Your woes center on your park dinosaurs. These beasts are genetically engineered in a time and place not their own, so you can expect problems. If you scour the park periodically and respond to Dr. Sattler's messages immediately, you should be fine. Every once in a while, however, a situation without a simple answer occurs.



For simple emergencies, like a comatose dinosaur, rely on your rangers to take care of it without your control. For big emergencies like a dino rampage, you need to command the operation.



However, sometimes you must assert control yourself. Scroll over to the ranger station and click on it. You can then fly the helicopter yourself. Usually this is a waste of time, but when there's a bad accident, like a dinosaur on the rampage or tourists caught in a dinosaur pen, do the job yourself to make sure it's done right.

Tip

To quickly respond to an emergency, place your ranger station next to the park entrance. Use the go to park entrance command on your main menu to zoom there anytime, then click on the ranger station next door.

You can be in big trouble if your dinosaurs succumb to starvation or thirst. You can't "cure" either of these problems; you have to prevent them. It's easy enough, too. Make a promise to yourself that each time you build a new dinosaur compound: you won't stick any dinosaurs inside it until you have enough money to outfit it properly. This means creating at least one feeder and one water source in each pen. Without those minimum standards, you can't proceed.



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Caution

Always double-check your feeder status before you place dinosaurs in a compound. By accident you might create an herbivore feeder in a carnivore pen, and the tyrannosaurus won't be happy about gnawing on straw.



Stress can come from a number of factors. Pachycephalosaurus will be out of their minds if attacked by tyrannosaurus.

Your most common dino emergency will probably be stress. If a dinosaur experiences an undue amount of stress, it'll drop into a coma and die. Stress mounts from two main factors: constant panic and environmental displeasure. Constant panic will be obvious—the crazed dinosaurs will be running for their lives because the carnivores are chasing them. To solve this, move the offending dinosaur(s) to a different pen or increase the size of the existing pen so your frightened dinosaurs have room to get away. Environmental displeasure disappears easily enough—add more paleo trees to the compound so the dinosaurs feel more at home.



Move a difficult dinosaur out of the troubled pen and into an isolated one.

Emergency Mode: Dinosaur Coma

A dinosaur coma is the final warning sign. A few minutes later the dinosaur perishes. Whenever Dr. Sattler issues a "comatose" message, act on this emergency first—well, short of a twister ripping through your park, that is. Zoom in on the comatose dinosaur and click on the revive command. Your rangers will fly out and heal the fallen dinosaur, though you'll have to identify what's causing the ailment to permanently save the dinosaur.



Your rangers can fly out and revive comatose dinosaurs.

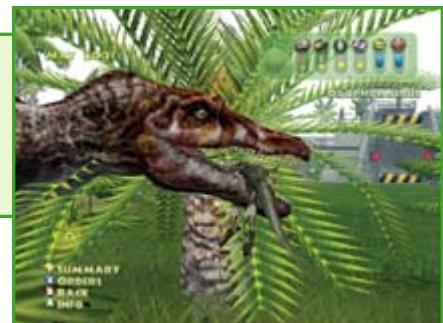
Dinosaur roughhousing can also hurt or destroy your dinosaurs. Carnivores need to hunt, and they'll attack targets around them. If they kill, you're out money. If they maim, you're out prestige, as wounded dinosaurs make a bad impression on concerned tourists.



Instinct drives carnivores to hunt down easier prey, which can cause problems for your herbivores.

Bottom line: If you don't care about the money and want to please thrill seekers looking for carnivore-herbivore "interaction," then make sure the dinosaurs in the pen either go down in one bite (gallimimus) or can take the punishment of repeated attacks (ankylosaurus).

Dinosaurs that get digested in one bite don't have to worry about getting maimed and detracting from your park's prestige.



Rampant Disease



As with starvation, the best "cure" for dinosaur disease is prevention. Your scientists can research vaccines for the six diseases that can afflict your attractions. Most of them take a few weeks and thousands of dollars to perfect. Once created, your rangers can inject sick dinosaurs with the appropriate vaccine and erase the symptoms.

Early in the game, while your dinosaurs are relatively healthy, you can get away without researching vaccines if you need to save money.



Early on, or if your budget is tight, it's possible to skate by without researching the vaccines right away (though not recommended if you can help it). Eventually, you have to advance your knowledge to keep your dinosaurs healthy.

Emergency Mode: Dinosaur Diseases

You may have to keep a sick dinosaur sedated while you research a new vaccine.



How do you avoid paying money early for all the vaccines? The trick is to catch an ailing dinosaur before whatever disease it has can spread. If you can do this, send your rangers in to sedate the sick dinosaur and either transport it to an empty pen or continually sedate it so it can't interact with the others in its pen. While you have the sick dino isolated from its companions, set your scientists to research the matching vaccine only, and when it's ready, inject the down-and-out dinosaur. If you're fast, no creatures will die.



Dino Rampages



Dino rampages can be avoided by installing larger pens, additional paleo trees, and plentiful prey for carnivores.

Rampages won't happen often if you're careful. A dino rampage occurs when a dinosaur gets too stressed out in its compound. On its wild spree, it can harm other dinosaurs and possibly park visitors. Safety comes first, so if the rampaging dinosaur threatens your guests, it has to go.



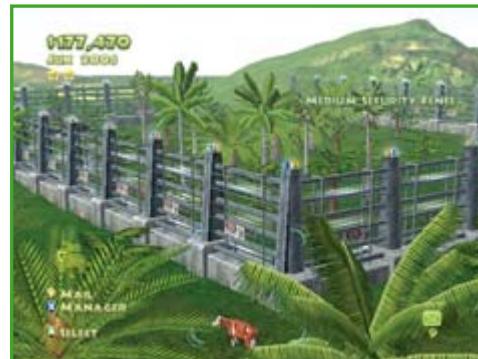
Rampaging dinosaurs can cause death all over the park if you're not careful.



Keeping the stress level down helps quell dino rampages. Make sure your herbivores have enough paleo trees and that your carnivores have enough paleo trees *and* dinosaurs to hunt. Carnivores become stressed if they can't hunt other dinosaurs—feeder cows may fill their stomachs, but they don't fulfill the hunting urge—so stockpile potential targets, particularly a carnivore's favorite prey.



Adding paleo trees to a compound reduces the chance of dino rampage.



The proper fencing is the best precaution against dinosaur emergencies.

Of course, all this can be avoided if you maintain top-of-the-line fence security. Your best precaution is your fencing, so use medium- and high-security fences for the more aggressive dinosaurs, and only use low-security fencing if the dinosaur's profile allows it. Good fences make good neighbors, especially between dinosaurs and people.

Tip

Never skimp on fencing. If you use the recommended security level or higher for a dinosaur, odds are only natural disasters will cause a dinosaur rampage.

Emergency Mode: Dino Rampage

Until you research the lethal gene, you'll have to stop the dinosaurs the old-fashioned way—just you and a gun. When a rampage begins, hop over to the ranger station, take control of the helicopter, and fly in with guns ready. Don't panic; steady your target on the dinosaur, and when it pauses, shoot it in the head. Unless the dinosaur is about to wade into some people, don't shoot the dinosaur when it's on the run; it's too hard to make an effective kill shot. All this is much easier when you have the lethal gene advance. Just find the dinosaur and click on the lethal gene option. Thirty seconds later it's dead.



Activate a dinosaur's lethal gene and it drops on the spot.

Struggling Economy



How do you balance your park budget in the first year? Spend as little as possible.

Lose money in the park and you lose your job. No one wants the park to close down, so you need to avoid financial problems from the start. But how do you balance a budget the size of Jurassic Park?

The first year will be the hardest, and leanest, time. Your starting cash evaporates quickly—there are buildings to erect, pens to furnish, walkways to construct, dinosaurs to create, etc. You must be frugal early on. You can't just buy everything that you would like. Have patience and your park will grow over time.



When you first start out, your resources will be taxed by spending on all sorts of new constructions.

Your biggest mistake is to overspend. You really only need a single dinosaur pen at the start, maybe two. You can't open the park until you have at least one dinosaur, so expanding your park into a huge, sprawling metropolis doesn't rake in any money—it just drains you dry. Stick to a basic mini-park (one dinosaur pen, kiosk, restroom, ranger station) and earn some money before you increase your attractions.



A big, sprawling park is impossible early, so start small.

Also, don't overspend on research. Yes, you need to advance your park's capabilities. Yes, you want to have it all by the end. No, you don't need to do it within the first year or two. Wait until you have surplus funds before researching all the vaccines or the more expensive attractions like the safari adventure.



You don't need an avoidance beacon or rest area early. Save your money and buy the research advances later when you have a surplus.

Emergency Mode: Financial Trouble

In a financial crisis, you may be forced to demolish some of your redundant buildings to recoup cost.



When your park funds plummet into the red, turn things around immediately or you'll

be fired. Cut back on any research going on, and handle only problems that will cause your dinosaurs to die off. You don't, for example, need to repair restroom #6 in a money crunch. Don't buy any fossils at the fossil market; just rely on your dig teams to come up with them. You can always raise the price of park admission (though this will reduce the number of visitors you receive) or bump up the cost of, say, souvenirs and hamburgers. Ultimately, if you need more cash, you might be forced to demolish your recently constructed, unfinished area or that extra hatchery. All the extra cash should hold you over until your budget starts balancing itself again.



Natural Disasters



Tropical storms are your only serious weather threat at Jurassic Park.

Rain dampens everyone's spirits. Luckily, your park only has to deal with tropical storms—no earthquakes, volcanoes, or blizzards to worry about.



Weather guard umbrellas are the first line of defense against storms.

One of your first research advances should be the weather guard. Even minor storms can drive customers from the park if they get too uncomfortable, and it will certainly lessen their enjoyment (and, hence, your park's popularity). Believe it or not, an umbrella goes a long way.



Lightning damage can knock out fences. Repair them immediately so your dinosaurs don't escape.



The most common disaster will be lightning damage to your fences. React to these strikes right away or you'll have dinosaurs rampaging the kiosks—never a good thing. As soon as a lightning damage e-mail pops up, click on your island map and look for a flashing red fence line where repairs are needed. Zoom in and build a new fence link to fix the gap. Depending on how much time has elapsed, you might need to call a helicopter in to sedate and move dinos back into the pen.



The worst disaster, the twister, can destroy your entire park.

When you see a twister alert, cross your fingers and pray. A twister is the worst natural disaster that can hit the island, and there's no way to stop it. Generally, twisters skirt the island, dying out in the ocean somewhere. Even if one hits the mainland, it may not strike your park. When it does, you just have to suck it up and spend all your money rebuilding what was destroyed.



Cross your fingers and hope the twister dallies out at sea and stays away from the mainland.

Emergency Mode: Natural Disasters

The twister can't be stopped. If it hits your park, save up money for the costly repairs.

Most disasters can be fixed with minor repairs. However, some, like the dreaded twister, can't be stopped—it's a force of nature and you have to ride it out. The best course of action is to declare an emergency shutdown of the island. Visitors will flee to the visitor shelter for safety. If you don't shut down the park, and harm befalls a visitor, you lose \$5,000 per death and your park's prestige plummets. Worst case scenario: A disaster can only last up to a month, so lie low and prepare for the recovery.



When you have a theme park full of dinosaurs, expect the unexpected. In one game, a balloon tour collapsed inside a carnivore pen. We had to scramble the rangers to sedate every dinosaur in the compound and fly the helicopter to rescue each tourist individually. No one died, but they could have easily if we hadn't been familiar with emergency tactics.



In bad storms, watch out! Your balloon tour can break, and then you'll be forced to fish civilians out of the dinosaur pens before they get trampled or eaten.



Trust your personnel to inform you of the most pressing matters, know the responses available, and act swiftly. If it's a disaster beyond your control—like a twister ripping through the heart of your park—sound an emergency shutdown of the island and hope you've got the visitor shelter ready for action.

The Unexpected



Dinosaurs are an unpredictable lot. Expect the unexpected.



Once you have a visitor shelter researched, save lives and sound the emergency alert if a disaster strikes the theme park.



ADVANCED TIPS

Anyone can open the park gates and sit back and watch. Can you maximize your profits enough that Ingen will ask you to run the whole company? You might know the basics of how to run a theme park, how best to take care of your guests, and which dinosaurs are worth the enormous food bill, but do you know where the prime real estate is on the island or how to call up tourists' secret desires?



From a one-star park on the brink of disaster to a five-star entertainment capital, the little things can earn the money you need to put you over the top.

Cost-Effective Shortcuts

Cut costs with small pens for small dinosaurs.



There are many ways to cut corners and save money in the park. As we've discussed before, it could be as easy as keeping the smaller animals in small pens, thus reducing the construction costs, or buying just one hatchery to service a whole section of the park.



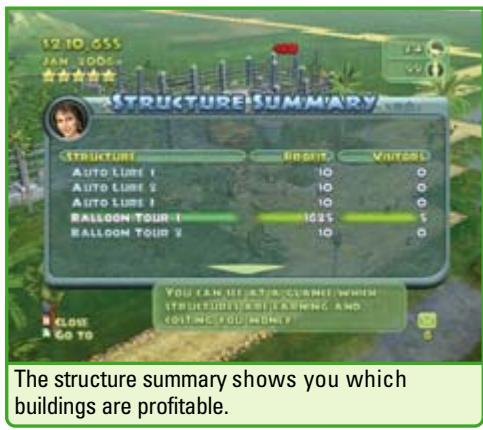
Reduce spending by sharing fences when you build dinosaur compounds.

The key, really, is planning. If you're breeding two different dinosaurs for two different pens, why not save money and build the pens right next to each other? If you construct the pens correctly, you can share a fence between them and save on a whole row of materials. Extrapolate that further, and you can save loads if you run multiple pens in a room.

Mix your order combinations up at the food kiosks for best results.



Speaking of little cost increases, be sure to vary your food order in the kiosks and your souvenir selections. The more choices you give, the happier your guests will be, since you offer something for everyone. You might be tempted to leave all the souvenirs on dino toys and price them at \$100 apiece to gouge the customer, but you'll end up hurting yourself more in the long run.



The structure summary shows you which buildings are profitable.

To get an even better idea of how your kiosks, shops, and attractions are doing, call up the structure summary report to see where you're making money. At a glance, you can see where visitors gather the most and how much money is being spent at each location. If there's a kiosk doing unbelievably, maybe it's time you opened another shop nearby. Something dead? Move it to a better location. All these little tweaks add up.



A five-star park can easily bring in \$1,000 a pop at the front gate.

For bigger profit, look to the front gate. Setting the right admission price can make or break a park. Crank it up too early and you'll drive all your valuable customers away. Too low and you won't be able to break even. It's best to start off slow and gradually increase ticket prices as your prestige climbs. On average, you can raise your entrance fee by \$100 per new dinosaur attraction. The higher your park's rating, the higher you can price admission. After all, tourists are dying to visit a great theme park.



Your visitor count (upper right corner) will tell you if you've charged too much. If you raise the park's ticket price and the visitor number drops by more than 10 people, lower the price.

Tip

A safe scale for park admission pricing is to raise tickets by \$100 per new dinosaur attraction in the park.

Experiment with the park entrance fee. I've found that you can expect about 100 people in your park once you build your better attractions. Even at \$1,000 you'll keep most of these people. You might even get away with \$1,500, but climb higher than that and attendance drops into the 70s. Raise and lower the fee by \$100 until you find just the right balance.



When you first start out, your resources will be taxed by spending on all sorts of new constructions.

Lastly, know your dinosaurs. Despite weighing in as a one-star loser, the dryosaurus is your most cost-effective dinosaur at just under \$250 a year. Dilophosaurus and torosaurus aren't bad either, though the ouranosaurus is terrible—it costs \$830 per year for a two-star dinosaur. You pay more for five-star dinosaurs—as much as \$1,238 per year for a tyrannosaurus—but they're the dinosaurs that draw the big crowds. Scan through the "Best Bargains" chart for a cost breakdown on all the park's dinosaurs.



The little velociraptor is the most expensive dinosaur, costing almost \$1,500 per year.

Prime Real Estate



Your flattest land is the prime real estate.

You know to plant your park entrance in the middle of the island, but where's the best spot to build your main attractions? It's no big stretch: the island's flattest area. The largest nonmountainous area gives you the most usable land and your dinosaurs the most roaming space.



Wherever you can, build your dinosaur enclosures over existing waterways.

To save dollars here and there, build your pens around the natural waterways. Best case scenario: You find a river that you can erect several compounds around. Suddenly, there's no need to spend money on manmade lakes.



Spin your park around the central park entrance, like a spiderweb.

With the park entrance at the center, everything expands outward. The closer you can build to the entrance, the less cost involved. The farther out you go, the more paths, kiosks, restrooms, park benches, and trash cans you have to build. Areas on the fringe, unless they pack monstrous attractions, won't garner as much attention—it's too far to walk for some—and will inevitably lose money. Keep everything compact like a busy city district.



Exhibits on the outskirts of your island won't attract as many visitors as those in the heart of the park.



You can also flip through a visitor's passport to view dino scores and species seen throughout the park.

Catering to the Crowd



Click on tourists and you can see what their dinosaur preferences are, how much money they're willing to spend, security concerns, and their current state of mind.

Is your park full of bloodthirsty thrill seekers? Are there a lot of families walking around that just want to see cute little herbivores? Taking quick passes through the crowd gives you a feel for the tendencies of your visitors so you can adjust the dinosaur selections and attractions to match.

Hold down the black button and each visitor's dominant thought floats above his or her head.



One handy option is the black button on your control pad. The black button highlights each character's dominant thought in a thought balloon above his or her head. You can tell if they're hungry, tired, happy, sad, etc. If too many people are hungry, you need more kiosks. If they're unhappy, check out their passports and see what sort of tourists they are. For example, if you have a bunch of unhappy dino nerds walking around, check your dinosaur compounds and ensure all the dinosaurs are from the same time period.

Demolition Derby



If a viewing platform isn't cutting it, demolish it and rebuild a better attraction.

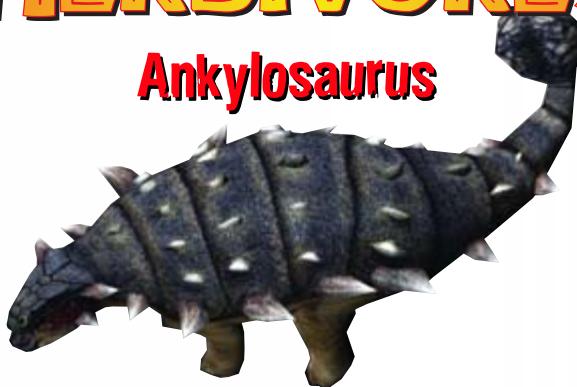
Even in your best five-star parks, there are mistakes. Don't be afraid to go back and correct those mistakes. You may have constructed a pen you never got around to using, or one in a dead corner of the park. Switch to demolition mode and erase it. You recoup half the money you originally spent and can throw that money into a new attraction that will turn a profit. The best achievements are never first drafts.





HERBIVORES

Ankylosaurus



Name Means: "Stiff Lizard" or "Bent Lizard"

Category: Large herbivore

Size: 25 feet long, 4 feet high

Weight: 4 tons

Intelligence:

Time Period: Late Cretaceous

Dig Site: Judith River Group A

Cost: \$3,990

Maximum Life Span: 5 years

Friends: Ankylosaurus

Security: Low

Popularity: 4/5

Dino Trivia

Built like an armored car, the ankylosaurus is heavily protected by thick plates embedded all over its skin. As if that weren't enough, it grows spiky rows along its back, sports large horns at the back of its head, and wields a clublike tail. This allows the ankylosaurus to fight off contemporary carnivores like the tyrannosaurus much easier than its fellow herbivores.

Fossil Findings

At 100 percent DNA, an ankylosaurus lives up to five years. For a four-star dinosaur, the \$3,990 price tag works out well in your favor. Look for ankylo DNA in Judith River Group A.

Pleasing Tourists

The ankylosaurus hits all your prime targets. Your mainstream visitor will recognize the name, which makes them happy they visited the park. It's the best four-star dinosaur choice.

Place an ankylosaurus in a pen with another late Cretaceous dinosaur like an albertosaurus to excite dino nerds. For maximum impact, stick an ankylosaurus with a late Cretaceous herbivore like a corythosaurus to impress both dino nerds and fun lovers, who want to see herbivores frolicking together.

Thrill seekers want violent conflict. The problem is, dinosaurs keep dying, and that costs you time, effort, and money. The answer: the armored ankylosaurus. Carnivores will keep attacking the ankylosaurus, so your spectators get a good show. Rarely will an ankylo drop, so you don't have to worry about restocking the pen unless an ankylosaurus's tail performs an execution instead of inflicting a warning shot.

Strategy Tips

The largest of the tanklike armored dinosaurs, the ankylosaurus is probably the best bargain in the game. Since the only way to injure these large herbivores is to flip them over to get at their unprotected underside, the ankylosaurus doesn't fall easily to predators. We've even seen an ankylosaurus kill a tyrannosaurus with its clublike tail! Most dinosaurs that mess with the ankylos pay the price.

Most tourists in your park will know an ankylosaurus when they see it—hence its popular four-star rating. To increase the notoriety of your park, breed dinosaurs like the ankylosaurus as fast as possible. Plus, the more you can afford, the higher the "wow" factor of those touring your pens.

One last little bonus: Despite its great size and strength, the ankylosaurus is slow to anger and a relatively peaceful grazer. One herbivore feeder can support a small herd, and low-security fencing will always keep them at bay.



Tip For many reasons—popularity, tough defense, low security maintenance—the ankylosaurus is the best four-star choice.

It may look mean, but this herbivore grazer won't start up trouble unless carnivores annoy it.



ANKYLOSAURUS



Reach 100 percent DNA and the ankylosaurus lasts five years.



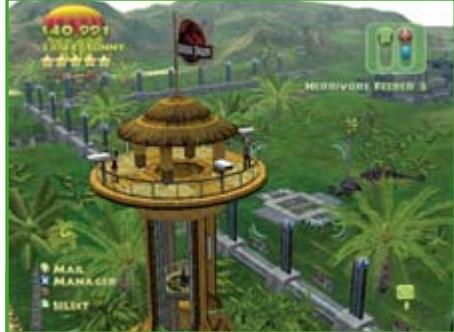
Despite its large size, the ankylosaurus needs only a low-security fence to keep it at bay.



The ankylosaurus can swat preying carnivores with its formidable clublike tail.



Dino nerds love to see dinosaurs from the same time period together, like the ankylosaurus and the corythosaurus.



Maximize your viewing platform profits for fun lovers by populating your pens with herds of herbivores.



Don't let your dinosaurs get too hungry or thirsty. They could get sick or worse.



Armor plus spikes equals the toughest herbivore in the park.



Ankylosaurus travel in packs to better defend against carnivores.



Brachiosaurus



Name Means: "Arm Lizard"

Category: Large herbivore

Size: 85 feet long, 50 feet high

Weight: 88 tons

Intelligence:

Time Period: Jurassic/Cretaceous

Dig Site: Morrison Formation B, Tendaguru Beds

Cost: \$4,740

Maximum Life Span: 5 years

Friends: Camarasaurus

Security: Low

Popularity:

Dino Trivia

Brachiosaurus resembles the modern-day giraffe, as it uses its 52 teeth to chew leaves from the tops of trees. It has such a huge appetite, the brachiosaurus developed nostrils on top of its head so it can breathe without having to stop eating.

With a neck that high, the brachiosaurus also needs a large, powerful heart to pump blood all the way up to its head. In fact, its heart does so much work, the brachiosaurus has a blood pressure three or four times higher than a human.

Fossil Findings

This is one of only two dinosaurs with fossil samples in multiple sites (pachycephalosaurus is the other), so brachiosaurus remains are easier to locate than those of the other five-star dinosaurs. Considering that you want a five-star attraction as soon as possible to seriously increase the revenue and respect of your park, brachiosaurus is the top choice.

Pleasing Tourists

A five-star, 50-foot-high dinosaur can be seen and recognized by every mainstream tourist in the park. Add camarasaurus to the brachiosaurus pen and you please dino nerds looking for historic authenticity and fun lovers who want to see friendly dinosaurs playing together. Other dinosaurs from brachiosaurus's time period include the allosaurus and ceratosaurus. Throw a brachiosaurus into a pen with these carnivores and you'll have violent confrontations the thrill seekers will eat up.

Strategy Tips

Because of its sheer size, the brachiosaurus doesn't have problems with predators. Given the choice of an 80-ton enemy or a smaller dinosaur, most carnivores stay clear of the park's biggest dino.

If the brachiosaurus does fight, it can batter opponents with a sweep of its giant tail. Claws on its front and rear feet can slash an enemy, especially when the brachiosaurus is younger. Plus, its thick leathery skin withstands tears from anything but the sharpest teeth. No matter where you decide to place the brachiosaurus, it will hold its own.

Remember the brachiosaurus's large size, though. It can work against you in terms of maintenance and care. You'll pay a lot of cash to keep those paleo bales available for them to gnaw on. Populate the brachiosaurus's environment with as many paleo trees as you can afford. It reduces stress, and the brachiosaurus loves to munch on the high leaves. Don't give them just a small puddle to drink from if you want to keep their thirst meters low.

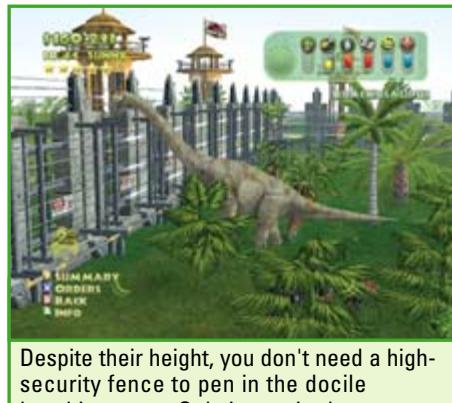


Tip Found in two fossil dig sites, brachiosaurus DNA comes quicker than that of other five-star dinosaurs and can help your park earn its stars at an accelerated pace.

The park's biggest dinosaur can go wherever it pleases.

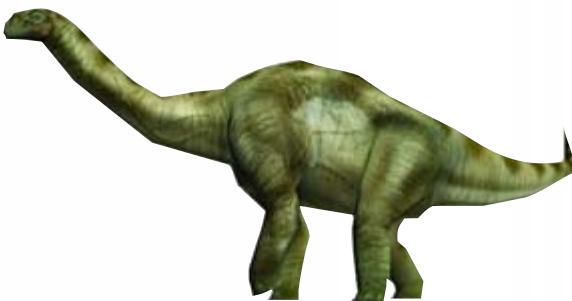


BRACHIOSAURUS





Camarasaurus



Name Means: "Chambered Lizard"

Category: Large herbivore

Size: 65 feet long, 20 feet high

Weight: 20 tons

Intelligence:

Time Period: Late Jurassic

Dig Site: Morrison Formation B

Cost: \$3,240

Maximum Life Span: 5 years

Friends: Brachiosaurus

Security: Low

Popularity:

Dino Trivia

At one time scientists thought that the camarasaurus had two brains. However, recent studies have steered archaeologists toward the conclusion that the second brain was just an enlargement in the spinal cord. Ironically, this enlargement was bigger than the dinosaur's pea brain.

Fossil Findings

For a large herbivore, camarasaurus manages just three stars, and its fossils can only be found at Morrison Formation B. That combination puts the brachiosaurus-wannabe low on your priority list. Any dinosaur is welcome in your park, but don't choose camarasaurus over more popular dinosaurs that will bring in the tourists. Despite what its name implies, the camarasaurus isn't a favorite of tourist photographers.

Pleasing Tourists

Your mainstream clientele will not have heard of the camarasaurus. Dino nerds will love it if you stick a camarasaurus with its friendly neighbors, brachiosaurus. Fun lovers will be turned on by this combination too. Thrill seekers could care less, unless you shuttle a camarasaurus into the carnivore pen and leave it there for a little while.

Strategy Tips

It's not the brachiosaurus. Though camarasaurus is in the same family, it stands only 20 feet tall to the brachiosaurus's 50 feet. Think of it as the brachiosaurus's little brother—and little brothers need protection.

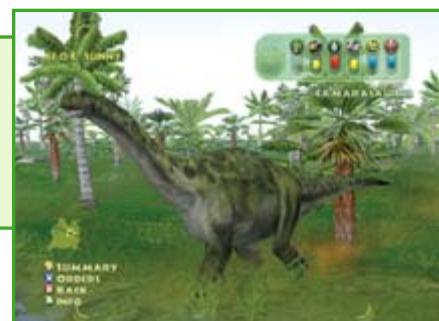
Its 20 tons will shield it from harm in an all-herbivore pen—no one messes with a dinosaur that size on purpose when grass and leaves are on the menu—but it's prime rib for the larger carnivores. Camarasaurus move very slowly, and without the added bulk of the brachiosaurus, large carnivores like allosaurus and carcharodontosaurus will catch up to it easily and rip through its hide. Expect it to die quickly in a mixed-species pen.

On the plus side, it's a cheap price point for the larger dinos at \$3,240. Comparable larger dinosaurs like brachiosaurus and triceratops cost \$1,500 more, and triceratops only lives four years to the camarasaurus's five. If you just want to fill out variety in your park, camarasaurus fits the bill.

Tip

Team a camarasaurus up with a brachiosaurus to impress dino nerds and fun lovers.

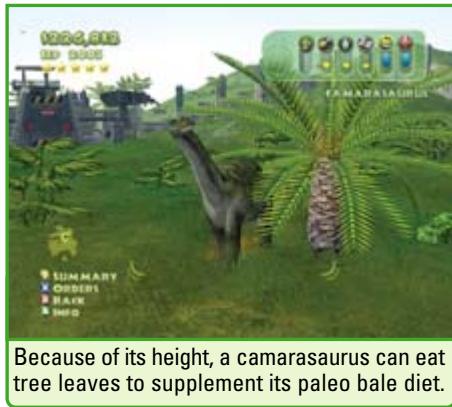
The 20-foot-tall camarasaurus does better in a pen of herbivores than battling it out with the carnivores.



CAMARASAURUS



The large camarasaurus takes up a lot of space, so don't cramp it in a small pen.



Because of its height, a camarasaurus can eat tree leaves to supplement its paleo bale diet.



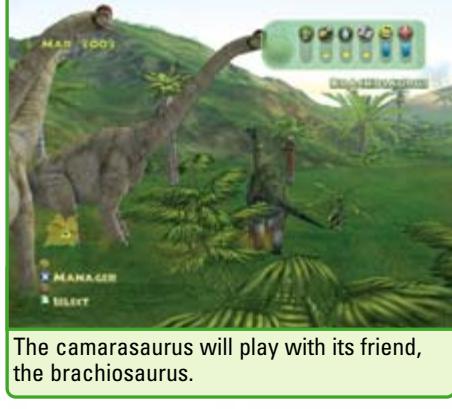
Camarasaurus is a pack animal—it feels secure around others of its kind and may be skittish on its own.



Have fun with the camarasaurus and other herbivores. They should get along fine.



Against strong predators, a camarasaurus's life can be measured in weeks, not months.



The camarasaurus will play with its friend, the brachiosaurus.



When the predators are out of sight, this camarasaurus takes a rest.



Visitors outside the pen might mistake the camarasaurus for a baby brachiosaurus.



PRIMA'S OFFICIAL STRATEGY GUIDE



Name Means: "Helmet Lizard"

Category: Large herbivore

Size: 30 feet long, 7 feet high

Weight: 5 tons

Intelligence:

Time Period: Late Cretaceous

Dig Site: Judith River Group B

Cost: \$3,240

Maximum Life Span: 4 years

Friends: Edmontosaurus

Security: Low

Popularity:

Dino Trivia

Corythosaurus eats a variety of plant material—leaves, twigs, seeds, pine needles, and conifers. To aid in chewing, the corythosaurus's toothless beak plucks the plants, while hundreds of teeth in its cheeks grind up the food.

Fossil Findings

You'll frequently end up with corythosaurus in your park. The reason? Its remains are at the same site as tyrannosaurus, Judith River Group B. Corythosaurus is about as average as you get for a park attraction—its popularity is right in the middle, its \$3,240 price tag isn't too steep or too cheap, and it lives for four years.

Pleasing Tourists

Naturally, since corythosaurus and edmontosaurus are friends, you can put them together to thrill the fun lovers visiting your park. You can also stick them in the same pen as gallimimus, homalocephale and parasaurolophus, since all these dinosaurs

are herbivores. Mainstream tourists probably won't give a hoot about the corythosaurus, unless you attract them with multiple dinos in the pen.

Thrill seekers are the opposite extreme. They don't want to see the corythosaurus *playing* with other dinosaurs; they want to see the corythosaurus *eaten* by other dinosaurs. Be prepared to go through a lot of corythosaurus to please the thrill seekers. For best results, match them with albertosaurus, tyrannosaurus, or velociraptor carnivores. This will also please the dino nerds who only want to see dinosaurs from the same time period together—in this case, the late Cretaceous period.

Strategy Tips

This funny-looking, duck-billed dinosaur has no natural defenses, so it goes down easy to predators. Its only saving grace is its speed. It's relatively fast compared to the other dinos in the park, so it may survive awhile as the carnivores track down slower prey. In a small carnivore pen, a corythosaurus's life span will be months at best. When dealing with mixed species, you're better off placing a corythosaurus in a larger pen, where it can take advantage of its maneuverability.

For an herbivore, the corythosaurus is a genius. Most herbivores don't have much thought capacity—they just wander around and eat grass and ferns. Corythosaurus's brain power ranks just below the carnivores, or on the high end of the herbivores. Whereas most herbivores panic at the first sign of danger—and sometimes run right into the predator—a corythosaurus usually runs the opposite direction. Unless it's surrounded by a pack of really smart velociraptors that have it cornered, a corythosaurus will escape more times than not. Unfortunately, once it wears down—such as in a small pen where it can't hide—then it's a completely different story.

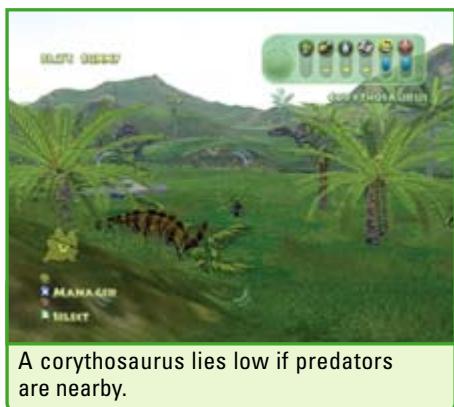


Tip Team up corythosaurus and edmontosaurus for the best possible results for your fun-loving visitors.



It has no natural defenses, but the corythosaurus is speedy.

CORYTHOSAURUS





Dryosaurus



Name Means: "Oak Tree Lizard"

Category: Small herbivore

Size: 10 feet long, 5 feet high

Weight: 200 pounds

Intelligence:

Time Period: Late Jurassic

Dig Site: Morrison Formation A

Cost: \$1,245

Maximum Life Span: 5 years

Friends: Dryosaurus

Security: Low

Popularity:

Dino Trivia

Living in lush Jurassic forests, this horn-beaked dinosaur had a banquet of plant life to choose from. In your compounds, its diet will be limited to the small supply of paleo trees you add. Fortunately, the dryosaurus stores food in its cheeks like a chipmunk, so it can treat the better plant sources as drive-thrus. Dryosaurus's toothless front jaw shovels food into its cheeks, where its self-sharpening teeth grind up the bites into digestible chunks.

Fossil Findings

The best thing you can say about Morrison Formation A, where dryosaurus fossils can be found, is that you can also find stegosaurus bones there. Dryosaurus is a one-star dinosaur that doesn't draw visitors to Jurassic Park. Don't be in a hurry to discover this dinosaur, though you may have no choice—frequently, because of its relative availability, a dryosaurus will be the first dinosaur grown in your park.

Pleasing Tourists

Dryosaurus's contemporaries consisted of allosaurus, brachiosaurus, camarasaurus, ceratosaurus, kentrosaurus, and stegosaurus. Matching dryosaurus to any of the dinosaurs other than allosaurus and ceratosaurus might be your only chance to make this dinosaur worthwhile. Other than being the first dinosaur to hatch from your gene labs and allowing you to open the park gates, a dryosaurus won't attract mainstream clientele and won't last long enough against carnivores like allosaurus and ceratosaurus to please most thrill seekers. Paired with a late Jurassic herbivore species or three, a dryosaurus could excite fun lovers and dino nerds.

Strategy Tips

Dryosaurus are bite-sized to bigger carnivores. If you stick them in a carnivore pen, make sure you grow a large herd of them. In the wild, dryosaurus packs help warn of impending danger—if one of the dryosaurus spots an approaching carnivore, it flees and warns all the others.

Its stiff, long tail gives the dryosaurus excellent balance so it can dart around, and its thick back-leg muscles propel it faster than most dinosaurs. A dryosaurus needs all that to run from predators it can't possibly stand against.



Tip It's not economical to use dryosaurus as a food source for the carnivores. They cost 15 times more than a cow and go down in the same one bite.



Dryosaurus' camouflage-like skin pattern hides them in the wild.

DRYOSAURUS



For \$1,245, the dryosaurus is the cheapest dinosaur on the market.



Match dryosaurus with kentrosaurus for approval from dino nerds and fun lovers.



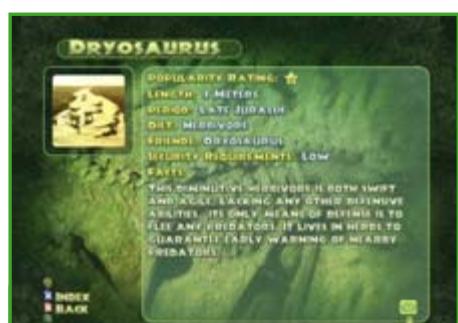
From the second it leaves the hatchery, a dryosaurus has to watch a carnivore's every move.



Dryosaurus eat ferns, grass, leaves, and the paleo bales you provide.



For attractions like the balloon ride, the tiny dryosaurus doesn't make for an eye-catching exhibit.



The only one-star dinosaur in the park doesn't do much to impress your Ingén board of directors.



A dryosaurus herd has a better chance of survival against the bigger dinosaurs. If one spots danger, it flees and warns the others.



Dryosaurus is so small it doesn't even want to mess with the pen's resident cow.



Edmontosaurus



Name Means: "Rock Formation Lizard" (discovered in Edmonton, Canada)

Category: Large herbivore

Size: 40 feet long, 12 feet high

Weight: 3.5 tons

Intelligence:

Time Period: Late Cretaceous

Dig Site: Hell Creek Formation B

Cost: \$3,240

Maximum Life Span: 6 years

Friends: Parasaurolophus

Security: Low

Popularity:

Dino Trivia

Based on mummified fossils found in Wyoming, archaeologists can tell that the edmontosaurus had leathery, loose skin around its nose. Some paleontologists believe the edmontosaurus may have been able to blow this skin up like a balloon as part of a mating ritual or for posturing during territorial battles.

The edmontosaurus died during the mass extinction of the dinosaurs, along with its contemporaries, tyrannosaurus and albertosaurus.

Fossil Findings

Most dinos in Jurassic Park come from the same time period as edmontosaurus, the late Cretaceous era. At Hell Creek Formation B you can find pachycephalosaurus and triceratops, as well as edmontosaurus. It was one of the most common dinosaurs of its time, and that's reflected at your dig site—you shouldn't have a problem reaching 100 percent edmontosaurus DNA quickly.

Pleasing Tourists

More than a dozen dinosaurs from the late Cretaceous time period show up in Jurassic Park. This makes for easy matching. Pair up an edmontosaurus with another herbivore like a parasaurolophus (the best choice), gallimimus, styracosaurus, or triceratops for the fun lovers. Dino nerds will be impressed with those choices, especially the albertosaurus and tyrannosaurus, which hunted edmontosaurus way back when. Mainstream guests and thrill seekers generally won't be awed by edmontosaurus. Thrill seekers only care if you serve up edmontosaurus in the carnivore pen as the main course.

Strategy Tips

An edmontosaurus compound should be large and have plenty of places to hide. A very slow dinosaur, the edmontosaurus will not be able to escape a predator that has closed on it. Though the edmontosaurus seems to have keen eyesight and hearing, which can help it avoid carnivores, it needs every edge you can give it in a mixed-species habitat.

Being a large herbivore, an edmontosaurus will eat about two paleo bales a month. If you have a fully functioning food dispenser in the compound, it will churn out the necessary bales whenever your dinos' stomachs start to growl. Of course, the best source of nutrition for an edmontosaurus is paleo trees. Plant as many as you can in the compound—the more natural the surroundings, the less stress the dinosaur experiences and the more nontoxic food choices it has.



Tip Make sure you pay for all maintenance repairs on a food dispenser, or it could break down and the dinosaurs dependent on it will perish.



Big, slow, and armorless isn't a good combination against carnivores.

EDMONTOSAURUS



The three-star edmontosaurus lives the longest of any dinosaur at six years.



An edmontosaurus gives a warning cry if predators are in the immediate area.



It may be very large, but the edmontosaurus's docile nature requires only a low-security fence to hold the dinosaur in.



The natural swamp-dweller edmontosaurus is right at home in rainy conditions.



Set your viewing platform to "playtime" for the best results with herbivores like edmontosaurus.



You can easily spot edmontosaurus in a single-species attraction.



Ouranosaurus and edmontosaurus are not a good match for dino nerds. Ouranosaurus lived in the early Cretaceous era, while edmontosaurus walked the earth in the late Cretaceous.



A spinosaurus can flip even the heavy edmontosaurus on its back, where it's most vulnerable.



Gallimimus



Name Means: "Rooster Mimic"

Category: Small herbivore

Size: 15 feet long, 6 feet high

Weight: 1,000 pounds

Intelligence:

Time Period: Late Cretaceous

Dig Site: The Flaming Cliffs

Cost: \$2,745

Maximum Life Span: 5 years

Friends: Gallimimus

Security: Low

Popularity:

Dino Trivia

It wasn't until the early '70s that gallimimus remains were discovered in the Gobi Desert. Paleontologists studying gallimimuses and other similar dinosaurs have contemplated that they may be omnivores, dinosaurs that eat plants and animals. Gallimimus may have gobbed up insects, lizards, and eggs from the mud in their marshy home.

Fossil Findings

The Flaming Cliffs dig site holds the smallest fossils, not in terms of fossils count but in terms of size. In addition to the diminutive gallimimus, you can also find the small herbivore homalocephale and small carnivore velociraptor.

Pleasing Tourists

They're cute, so how could they not please tourists? Thanks to recent movies, this dinosaur's popularity has been on the rise. Dino nerds love to watch gallimimus interact with any of the dinosaurs from the late Cretaceous era. Ankylosaurus, corythosaurus, and homalocephales work great for fun lovers, while teaming them with albertosaurus, tyrannosaurus, and velociraptors excites thrill seekers.

Strategy Tips

After beating all 10 missions and unlocking the mysterious Site B (the rightmost button on your opening menu), it was time for some tests of endurance for the dinosaurs. The test was simple: set all the herbivores on an empty island with only one food dispenser, then drop one of each carnivore into the mix to hunt them down.

It's probably no surprise that super-tough dinosaurs like the brachiosaurus and ankylosaurus came out on top. What is really surprising is that, out of the small and mid-sized dinosaurs, gallimimus survived the longest.

How? Gallimimus used its brains. From the start of the trials, it made a break for the far side of the island. Away from the carnivores, there was plenty of water to drink, plus room to socialize and sleep. Other than the occasional foray back to the hatchery area for some nibbles at the paleo bales, the gallimimus kept its distance from all the other dinosaurs. Had it been a great swimmer, it may have headed for the mainland.

Tip

Smarts plus speed equal a great survival combination for this small herbivore. You'll get great value from gallimimus, even in a large carnivore pen.

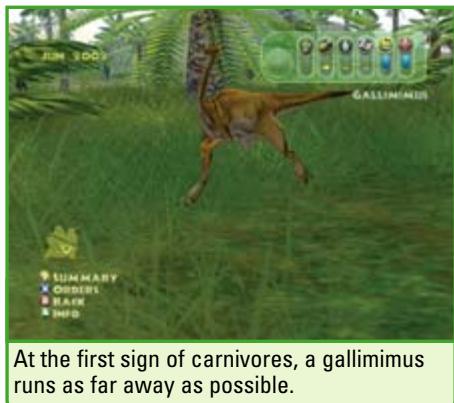


The roadrunner-like gallimimus enjoys a big pen where it can run around.

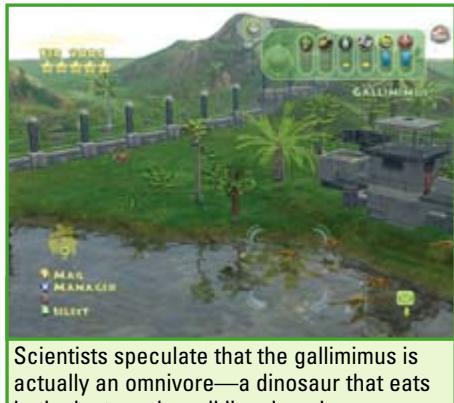
GALLIMIMUS



With a Life Span of five years, a gallimimus is a great bargain at \$2,745.



At the first sign of carnivores, a gallimimus runs as far away as possible.



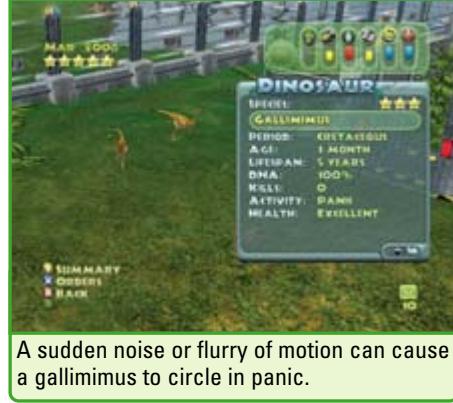
Scientists speculate that the gallimimus is actually an omnivore—a dinosaur that eats both plants and small lizards or bugs.



The average brachiosaurus is nine times taller than a gallimimus.



If a gallimimus loses the footrace, it will definitely end up as snack food.



A sudden noise or flurry of motion can cause a gallimimus to circle in panic.



High grass will hide a gallimimus in your pen. They frequently lie down to sleep in the grass, turning effectively invisible.



A fence might protect the mild-mannered gallimimus more from the Jurassic Park tourists than the other way around.



Homalocephale

Name Means: "Level-Headed Lizard"

Category: Small herbivore

Size: 5 feet long, 3 feet high

Weight: 95 pounds

Intelligence:

Time Period: Late Cretaceous

Dig Site: The Flaming Cliffs

Cost: \$2,745

Maximum Life Span: 4 years

Friends: Pachycephalosaurus

Security: Low

Popularity:

Dino Trivia

With tiny, leaf-shaped teeth, it's no surprise the homalocephale eats soft plants, fruits, and seeds and not hard bones and meat. This docile animal's main defense is to run in the face of battle; however, in a pinch it does have one weapon. Its thick skull can ram an enemy's body and hopefully drive it away to less feisty prey.

Fossil Findings

As with its small brethren, the gallimimus and the velociraptor, the homalocephale's DNA can be extracted from the bones found in the Flaming Cliffs. Not necessarily the most popular dinosaur, the homalocephale might be the cutest. Since you need all the advantages you can get, and cuteness might appeal to children of all ages, it doesn't hurt to fund a dig team dusting off its bones.

Pleasing Tourists

The homalocephale's cuteness might also appeal to mainstream visitors, who may not have heard of it before. However, for the best results team it with pachycephalosaurus. Both are from the same time period, so the pairing placates the dino nerds. As natural friends, homalocephale and pachycephalosaurus make for eternal partners and constant sources of amusement for fun lovers. Thrill seekers will look elsewhere, but you can't please every tourist with each dinosaur.

One word of warning: Homalocephales are shy and reclusive. If you build a big pen, they tend to hide in the desolate spots and make viewing difficult. Keep them in a smaller enclosure—they're the size of dogs, after all—so your guests can see them up close and enjoy their endearing nature.

Strategy Tips

A homalocephale doesn't have a chance against the carnivores. If you must stick them together, build up the homalocephale pack to 10 or 15 strong. Throw some pachycephalosaurus in there too; the pachycephalosaurus acts like a big brother and protects its smaller cousins. That way they'll stick around longer in your park and count toward your dinosaur variety total.

Since they can't really harm any other dinosaurs, they make perfect additions to any herbivore pen. Sprinkle a few homalocephales in any small pen to increase your fun lovers potential. Viewing domes and safari adventure rides allow park visitors to examine the homalocephale up close, but stay away from the taller viewing platform and balloon tours because of the difficulties in spotting the little guys.

Tip

The tiniest dinosaurs in Jurassic Park, homalocephales need to live in your smaller pens so your guests can see them.

The pink nose and head aren't just cute; the hard skull can ram enemies to convince them to hunt elsewhere.



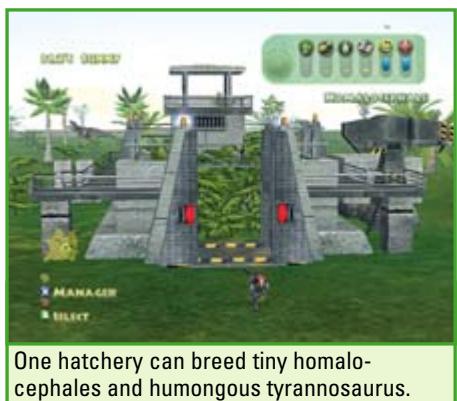
HOMALOCEPHALE



A three-star dinosaur that lives four years and has a price tag of \$2,745? That's as average as average gets.



Don't place a homalocephale in a large pen or your guests will never see it.



One hatchery can breed tiny homalocephales and humongous tyrannosaurus.



A week-old homalocephale gives a big yawn before lying down for some rest.



In its panicked state, a homalocephale yaps a lot.



Homalocephales aren't dumb. Here one hides behind a cow while a velociraptor is on the rampage.



Homalocephales do well in packs and with other friendly herbivores.



Given time, the larger albertosaurus will hunt down the short-legged homalocephale.



Kentrosaurus



Name Means: "Spiked Lizard"

Category: Small herbivore

Size: 17 feet long, 6 feet high

Weight: 2 tons

Intelligence:

Time Period: Late Jurassic

Dig Site: Tendaguru Beds

Cost: \$1,995

Maximum Life Span: 3 years

Friends: Stegosaurus

Security: Low

Popularity:

Dino Trivia

Dinosaurs weren't known for their brain power. Kentrosaurus follows suit with a brain the size of a walnut. However, its olfactory bulbs are well developed, so it probably has the best sense of smell of any of the dinosaurs in Jurassic Park.

Fossil Findings

If you're digging in Tendaguru Beds, kentrosaurus bones can be found next to the more valuable allosaurus and brachiosaurus fossils. Since you want your park to contain high-star dinos like the last two, a kentrosaurus frequently makes it into your pens as a background herbivore. It lives for just three years; still, you can't argue with the affordable price of \$1,995 per herbivore.

Pleasing Tourists

At first glance, visitors might think a kentrosaurus is a stegosaurus. It's like a mini-version of the more popular dinosaur and may impress a few uninformed guests. Dino nerds, however, want to see kentrosaurus with its late Jurassic brethren like camarasaurus, ceratosaurus, and dryosaurus.

Kentrosaurus get along with all herbivores, especially stegosaurus, so it's not a problem adding them to a multiple-herbivore compound to please the fun lovers. On the other hand, thrill seekers will look elsewhere for the more violent dinosaurs.

Strategy Tips

Like the ankylosaurus and stegosaurus, the kentrosaurus has an armored hide for protection and spikes along its shoulders, back, and tail to deter predators. Of all the smaller herbivores, kentrosaurus can suck up the most damage. If you have to place a small herbivore in a carnivore pen, a kentrosaurus isn't a bad choice since it'll survive longer. Before you gather enough genetic material to create the larger herbivores, you might want to add kentrosaurus to the carnivore pens to please the thrill seekers in the crowd.

In a heat wave, dinosaurs like kentrosaurus move slower. Keep an eye on your mixed-species pens just in case the carnivores decide to take advantage of the heat. You can always send your rangers to tranquilize a troublesome carnivore if you're worried that dinosaurs like your kentrosaurus won't last long. If the problem persists, have your ranger helicopter relocate the pestering carnivore permanently.



Tip Early in a game, when you can't yet afford the larger herbivores, add kentrosaurus to a carnivore pen to generate some extra excitement among the thrill seekers in your park.

It looks like a stegosaurus, but a kentrosaurus is 3,000 pounds lighter.



KENTROSAURUS



The two-star kentrosaurus falls short with a life span of only three years.



The spikes on a kentrosaurus's back and tail can be used as a weapon against approaching carnivores.



The much smaller kentrosaurus isn't an automatic snack for the large predators.



From the balloon ride, you can shoot pictures to sell to magazines and earn extra money.



A kentrosaurus's best defense is to stay away from hungry carnivores like tyrannosaurus.



One paleo bale can feed a small herd of kentrosaurus.



A sleeping kentrosaurus dozes lightly. It will rise quickly at the first sound of danger.



If you don't create a large enough water source in your dinosaur compound, your dinosaur's thirst indicator will go red. Eventually, without water, the dinosaur will pass out and die.



Ouranosaurus

Name Means: "Brave Lizard"

Category: Large herbivore

Size: 24 feet long, 13 feet high

Weight: 4 tons

Intelligence:

Time Period: Early Cretaceous

Dig Site: Chenini Formation

Cost: \$2,490

Maximum Life Span: 3 years

Friends: Edmontosaurus

Security: Low

Popularity:

Dino Trivia

This large African herbivore has a brightly colored sail on its back that allows it to regulate temperature. During a heat wave on the island, ouranosaurus adapt the best. With a superior temperature system, they don't get as thirsty as the other dinosaurs.

Fossil Findings

In the Chenini Formation, ouranosaurus remains are sandwiched between the large carnivores carcharodontosaurus and spinosaurus. With the latter two being rarer finds, ouranosaurus should be the first dinosaur your gene labs can replicate from that dig site. Of course, you get what you pay for—ouranosaurus is easy to find, costs only \$2,490, and lives just three years.

Pleasing Tourists

The ouranosaurus has a natural friend in the edmontosaurus, so for fun lovers it makes perfect sense to match these playmates together. You should have an entertaining pen for years if those are the only two species present.

Watch out for dino nerds, though. They'll be upset seeing the two together, since ouranosaurus lived during the early Cretaceous period and edmontosaurus existed at the end of that era. For the sake of dino nerds' sanity, ouranosaurus should be placed in a pen with same-era dinosaurs—the acrocanthosaurus, carcharodontosaurus, and spinosaurus. This will also please the thrill seekers, as all three are large carnivores that will quickly prey on the slow, juicy ouranosaurus meals.

Strategy Tips

It's hard to protect the ouranosaurus from carnivores. Even in large, interspecies pens, ouranosaurus are the first to fall to carnivores. They're just too slow and awkward to avoid the big carnivores. Even velociraptors and dilophosaurus, the smallest meat-eaters, take them down without much trouble.

Ouranosaurus do best with just herbivores, but if you have to stick them in with carnivores, build a pen with lots of places to hide. In a larger pen, add mountains, so ouranosaurus can wander out of sight of the carnivores. In a small pen, fill it with paleo trees to cut down a carnivore's range. Either that, or be prepared to visit the hatchery often.

Tip

If you're experiencing a lot of heat waves during the summers, the ouranosaurus makes for a great dinosaur. It only lives three years, but it regulates temperature better than any other species in the park.

The wacky-looking ouranosaurus survives well in the sun thanks to its heat-regulating back sail.



OURANOSAURUS



A two-star dinosaur that only lasts three years won't buy you more than a little dino variety in your park.



An ouranosaurus stresses less when other dinosaurs aren't around.



Watch the ouranosaurus' health status, since they are frequently the targets of carnivores. If it becomes a problem, move them to a separate pen or ship out the offending predator.



For a close-up look, visitors can pay for a viewing dome tour inside the herbivores' compound.



While other dinosaurs might die of thirst, the ouranosaurus needs very little water to survive.



Fun lovers in your park will be extremely happy to see a herd of ouranosaurus and edmontosaurus together.



Dinosaurs must socialize to be happy. If they can't—for example, if they're always chased by predators—their stress level will place them in a state of panic and eventually coma.



Not terribly fast or agile, the ouranosaurus prefers to lie low to avoid hostile carnivores.



Pachycephalosaurus



Name Means: "Thick-Headed Lizard"

Category: Small herbivore

Size: 15 feet long, 7 feet high

Weight: 950 pounds

Intelligence:

Time Period: Late Cretaceous

Dig Site: Hell Creek Formation B,
Judith River Group A

Cost: \$1,995

Maximum Life Span: 4 years

Friends: Homalocephale

Security: Low

Popularity:

Dino Trivia

Talk about thick-headed! The pachycephalosaurus has a 10-inch-thick skull, all to house a tiny little brain. Actually, the skull is used like a ram's horns to batter enemies, to show dominance in territorial contests, or possibly to attract mates in a social ritual.

Fossil Findings

Pachycephalosaurus and brachiosaurus are the only two dinosaurs to be found at two different dig locations. Because pachycephalosaurus bones are relatively easy to recover, it will most likely be one of your first dinosaurs in the park, if not the first. Familiarize yourself with these small herbivores, because they'll be around a long time in your attractions.

If you're looking to match up dinosaurs, the pachycephalosaurus dig sites can be fruitful. At Judith River Group A, you can also discover the ankylosaurus and albertosaurus. Hell Creek Formation B gives you access to triceratops and edmontosaurus bones.

Pleasing Tourists

On its own, the pachycephalosaurus doesn't excite the mainstream tourists. You'll have to pair it with an ankylosaurus, corythosaurus, or homalocephale to please the herbivore-oriented fun lovers. Thrill seekers will receive their money's worth, as the pachycephalosaurus frequently gets torn apart by carnivores like the tyrannosaurus. Dino nerds want it in the same pen as other late Cretaceous representatives, like parasaurolophus and styracosaurus.

Strategy Tips

Pachycephalosaurus are vastly entertaining by themselves. Throw together a herd of half a dozen to a dozen, and their territorial instincts will take over quickly and often. As the more aggressive dinosaurs face off, they'll create a show as their skulls collide. To encourage this behavior, stick them in smaller pens. Even mainstream tourists might stop and take notice of the "head-banging."

In a carnivore pen, pachycephalosaurus are basically snack food. Their small legs can't outrun the big predators, and their head-butting might save them only from the smaller carnivores like dilophosaurus. Expect heavy casualties in a mixed-species compound. As with other slow herbivores without armor, try to keep mixed-species pens larger with lots of obstacles, like mountains, so the pachycephalosaurus can hide to avoid an outright massacre.



To find out the tendencies of a particular species, lock the camera on a dinosaur from that species and let it automatically follow it around.



They may look like kangaroos with skullcaps on, but pachycephalosaurus are much taller and weigh six times as much as the average kangaroo.

PACHYCEPHALOSAURUS



This "small" dinosaur is still taller than most humans.



Pachycephalosaurus love to socialize together, running in playful circles and butting heads.



In territorial mode, pachycephalosaurus will butt heads to decide dominance.



Your best fit with the pachycephalosaurus is the friendly homalocephale.



High grass often hides a resting pachycephalosaurus.



Size is misleading in Jurassic Park—the resting pachycephalosaurus dwarfs the nearby cow.



The tyrannosaurus is the natural, same-era hunter of the pachycephalosaurus.



Besides paleo bales and trees, pachycephalosaurus chew on grass to supplement their diet.



Parasaurolophus



Name Means: "Near Crested Lizard"

Category: Large herbivore

Size: 40 feet long, 8 feet high

Weight: 2 tons

Intelligence:

Time Period: Late Cretaceous

Dig Site: Hell Creek Formation A

Cost: \$3,240

Maximum Life Span: 5 years

Friends: Edmontosaurus

Security: Low

Popularity:

Dino Trivia

The long, bony crest on top of the parasaurolophus is much larger than its skull and may have been used to produce a foghornlike sound to intimidate enemies, to warn other parasaurolophuses, or to attract a partner in courtship rituals.

Fossil Findings

When you shell out \$3,240 for a dinosaur, you expect to get some value. Well, parasaurolophus provides that value. The large herbivore lasts five years at 100 percent DNA, and its speed and bulk keep it from falling easy prey to carnivores or accidentally dying in an herbivore pen.

Pleasing Tourists

While mainstream tourists might be happy that there's a giant dinosaur running around the pen, they won't recognize the name parasaurolophus in a million years. Fun lovers will be happy, though, with these herbivores, especially if they're playing with edmontosaurus. You can also team them with other big herbivores like the ouranosaurus, stegosaurus, and torosaurus. Dino nerds will prefer the ankylosaurus, corythosaurus, and triceratops, since they're all late Cretaceous inhabitants. Thrill seekers will get a kick out of parasaurolophus running for its life among carnivores like the ceratosaurus, acrocanthosaurus, and spinosaurus.

Strategy Tips

Large herbivores are generally better than small herbivores because they stand up to punishment better. A small herbivore might be able to outrun a carnivore, but if it loses the race it's toast. Parasaurolophus might be the best of both worlds, since it combines toughness with speed. It might take three bites from an allosaurus to bring it down, but that's if it can catch the nimble parasaurolophus.

For its best protection, build up a herd of parasaurolophuses. A number of these big dinosaurs will usually intimidate the smaller carnivores, especially ones that hunt alone. A herd can also give advance warning against incoming predators, as well as provide a nice, big family for the family-oriented tourists wandering the park.

Tip

The parasaurolophus combines toughness with speed. If you can't go with an armored dinosaur like the ankylosaurus or the giant brachiosaurus, the parasaurolophus makes a fine substitute for carnivore pens.

The parasaurolophus may look big, but it's fast too.



PARASAUROLOPHUS



For a measly \$3,240 you can buy a larger herbivore that lasts five years.



Too many dinosaurs in the same pen will lead to territorial behavior.



Friends like edmontosaurus and corythosaurus create a stress-free atmosphere in the parasaurolophus pen.



Parasaurolophuses prefer a big herd to protect themselves from predators like the tyrannosaurus.



Unlike some dinosaurs, parasaurolophuses can be playful in the right pen.



It runs like a kangaroo, except that the parasaurolophus is eight feet tall.



If you can't find the necessary DNA at the dig sites, try the fossil market.



No matter how much rain you get, your dinosaurs will need another water source to stay healthy.



Stegosaurus



Name Means: "Covered Lizard" or "Roof Lizard"

Category: Large herbivore

Size: 30 feet long, 9 feet high

Weight: 6,800 pounds

Intelligence:

Time Period: Late Jurassic

Dig Site: Morrison Formation A

Cost: \$3,990

Maximum Life Span: 4 years

Friends: Kentrosaurus

Security: Low

Popularity:

Dino Trivia

Yes, it had armor, but the stegosaurus also had a potent weapon—its spiked tail. It could swing these spikes around in defense, which might have dissuaded even large predators since some of these spikes grew to four feet long. The flexible, spiky end of a stegosaurus's tail is called a "thagomizer," after a term used in artist Gary Larson's cartoons.

Fossil Findings

The bones of dryosaurus and ceratosaurus can be found next to those of stegosaurus. Out of those three dinosaurs, the stegosaurus has the highest prestige, so send stegosaurus fossils to the genetic lab first, unless one of the other two dinosaurs is close to the critical 50 percent DNA threshold. Since it's in one of the possible starting dig locations, the stegosaurus could be the first big find for your park.

Pleasing Tourists

Mainstream tourists should be very happy with the stegosaurus; after all, it's certainly a dinosaur they've heard of, and it interacts well with other herbivores. Team stegosaurus up with brachiosaurus, camarasaurus, dryosaurus, and, of course, kentrosaurus to please the fun lovers looking for playful herbivores carousing together. Thrill seekers want stegosaurus battling it out with the likes of allosaurus and ceratosaurus. Dino nerds won't be visiting your park unless you have one of the dinosaurs mentioned above in the same pen as a stegosaurus; any other dinosaur is from the wrong time period and will annoy a dino nerd's sensibilities.

Strategy Tips

Almost everyone knows that the stegosaurus is one of the armored dinosaurs—it has 17 bony plates on its back, to be precise. This large herbivore also had armor over its neck and, in some species, over its sides. The little tank can take a licking and keep on ticking.

So what do you do with all this raw power? Being a grass and leaf eater, the stegosaurus doesn't hunt down other dinosaurs. Like the ankylosaurus, though, it's the perfect "punching bag" for a carnivore pen, especially a small pen where there isn't much room to maneuver. In these small pens, other herbivores relying on their legs would be dead meat. Stegosaurus, however, can take sustained abuse from the carnivores, so you get your money's worth of entertainment for those thrill seekers who must have reptilian combat.

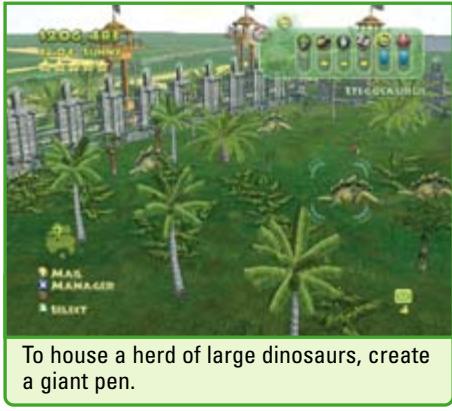


Always check a dinosaur's time period. Most Jurassic Park dinosaurs are from the Cretaceous period, though the stegosaurus lived during the Jurassic era. If you want to be as authentic as possible and earn extra prestige, don't mix dinosaurs from the wrong era.



The armored stegosaurus can withstand great punishment.

STEGOSAURUS





Styracosaurus



Name Means: "Spiked lizard"

Category: Small herbivore

Size: 18 feet long, 6 feet high

Weight: 3 tons

Intelligence:

Time Period: Late Cretaceous

Dig Site: Judith River Group B

Cost: \$1,995

Maximum Life Span: 3 years

Friends: Torosaurus

Security: Low

Popularity:

Dino Trivia

The styracosaurus has all the weapons. A two-foot-long horn grows on its nose, and smaller horns adorn its head crest. In a fight, these horns can rip and tear a styracosaurus's opponent. It also has bulky armor to protect its hide, and a beak for sharp bites.

Fossil Findings

The styracosaurus was probably a herding animal. How do we know that? In dig sites where styracosaurus is found the bone beds contain large deposits of styracosaurus fossils. This suggests that the styracosaurus traveled and lived together. Your job just became easier—styracosaurus DNA will be plentiful once you start digging in Judith River Group B.

Pleasing Tourists

Unless mainstream tourists mistake a styracosaurus for a triceratops, they won't be impressed. Neither will the dino nerds unless you stick them in a compound with same-era dinosaurs like the ankylosaurus, homalocephale, and velociraptor. Fun lovers will sit and stare if a styracosaurus plays with other herbivores, especially the friendly torosaurus. In the carnivore pens, styracosaurus make the thrill seekers very happy. The horned, armored, and speedy dinosaur can last a while against smaller carnivores like the albertosaurus, and might even hold its own for a while against the big boys.

Strategy Tips

Like a modern-day rhinoceros, a styracosaurus will charge at an aggressive animal in the area if it's bothered. This can scare small dinosaurs away and might convince the bigger carnivores to choose a weaker target. If you want to mix herbivores and carnivores, a styracosaurus isn't a bad choice for the thrill-seeker experiment.

Based on leg length and estimated body weight, scientists can calculate the running speed of dinosaurs. The styracosaurus clocks in at 20 miles an hour. Not too shabby for an armored dinosaur! Like other fast dinosaurs, such as the gallimimus and velociraptor, a styracosaurus can escape larger, slower predators. The advantage it has over the other quick dinosaurs is that it can also fight back to some degree. For \$1,995, you get a dinosaur with all these tools. Granted, it's a small, two-star dinosaur, but it might help your park along while you gear up for those more prestigious attractions.



Tip Styracosaurus is a rare breed—it has both armor and speed. It can be an affordable, lasting herbivore to add to your carnivore pen.



You don't want to mess with a dinosaur equipped with horns, armor, and speed.

STYRACOSAURUS



The styracosaurus is an average bargain for a two-star dinosaur. You don't shell out much money, but it only lives three years.



From a distance, tourists might mistake a styracosaurus for its larger cousin, triceratops.



A styracosaurus takes a break from playing to graze on the nearby grass.



When threatened, a styracosaurus will charge and try to impale its enemy on its front horn.



Despite the roughhousing, styracosaurus seldom get hurt; their armor protects them.



To relieve thirst, this styracosaurus visits the local stream.



For a large styracosaurus herd, you had better build a large pen to keep them from stressing out.



Hungry styracosaurus will search out the herbivore feeder for those critical paleo bales.



Torosaurus



Name Means: "Savage Lizard"

Category: Large herbivore

Size: 27 feet long, 8 feet high

Weight: 3 tons

Intelligence:

Time Period: Late Cretaceous

Dig Site: Hell Creek Formation A

Cost: \$2,490

Maximum Life Span: 5 years

Friends: Triceratops

Security: Medium

Popularity:

Dino Trivia

And you thought Jack Nicholson had a big head? Torosaurus has the largest skull of any animal ever to walk the Earth! Fortunately, it eats only low-growing plants and uses its massive skull and protective crest for defense.

Fossil Findings

You can find herbivores and carnivores around the torosaurus burial spot. Hell Creek Formation A holds the herbivore parasaurolophus and the carnivore acrocanthosaurus, so with just one dig site you have all the ingredients for attractions that will please dino nerds, fun lovers, and thrill seekers alike. The only thing Hell Creek Formation A doesn't give you is small dinosaurs, which means you'll have a larger start-up cost to get the dinosaur attractions up and running.

Pleasing Tourists

Torosaurus is from the ever-popular late Cretaceous time period. With more than half the Jurassic Park dinosaurs from that era, you usually won't go wrong when you mix and match dinosaurs. For fun lovers, try corythosaurus, edmontosaurus, gallimimus, and the especially friendly triceratops. Thrill seekers won't complain if you place a torosaurus with an albertosaurus, tyrannosaurus, or velociraptor. Dino nerds just want to see historic authenticity, so any of the above dinosaurs work, as well as ankylosaurus, homalocephale, and pachycephalosaurus.

Strategy Tips

Most of the time you don't have to worry about herbivore security. After all, 14 of the 16 herbivores won't break out of low-security fencing, and some of them would probably be content behind a regular picket fence. However, the torosaurus is one of the two that need special attention. With its vast bulk, low-security fencing just won't do. Make sure you upgrade to medium- or high-security fencing before you mix herbivores for the fun lovers. You should be fine in a carnivore pen, since all carnivores require medium or higher safety standards.

Being a large herbivore, the torosaurus doesn't have to stress over other herbivores pushing it around. In most herbivore pens, the torosaurus will be king of the hill, or will at least rate high in the status quo. Naturally, in carnivore pens, it's a target. However, the smaller carnivores will have a difficult time breaking through, and hopefully the larger ones won't bother often.

Tip

Because of its size, the torosaurus is one of only two herbivores that require more than low security. Triceratops is the other dinosaur that needs medium-security fencing.

Torosaurus is one of the tougher herbivores. Most carnivores will attack it only if there is no smaller prey around.



TOROSAURUS



A large dinosaur that lives five years and costs \$2,490 is a good deal. Unfortunately, a torosaurus only ranks two stars.



An auto lure at the front of a pen will bring dinosaurs closer to your visitors.



Yes, it's more difficult for visitors to see dinosaurs behind a medium-security fence. However, in the torosaurus's case, you need to upgrade the compound walls or you'll have safety problems in the long run.



A torosaurus is happiest when it can play with others in a big herd.



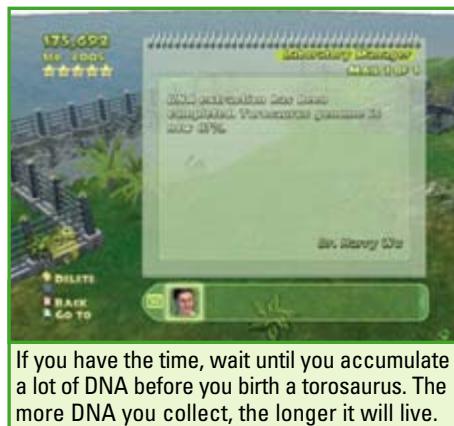
Make room for a large water source in your torosaurus pen.



To get around the medium fence, install a viewing vent so park guests can see the dinosaurs clearly.



A sleeping torosaurus blocks the herbivore feeder. No one eats until it wakes up.



If you have the time, wait until you accumulate a lot of DNA before you birth a torosaurus. The more DNA you collect, the longer it will live.



Triceratops



Name Means: "Horrible Three-Horned Face"

Category: Large herbivore

Size: 30 feet long, 10 feet high

Weight: 10 tons

Intelligence:

Time Period: Late Cretaceous

Dig Site: Hell Creek Formation B

Cost: \$4,740

Maximum Life Span: 4 years

Friends: Torosaurus

Security: Medium

Popularity:

Dino Trivia

In 1889, the first triceratops fossils were discovered in Denver, Colorado. At first, these triceratops bones were mistakenly identified as an extinct buffalo species. To date, approximately 50 triceratops skeletons have been uncovered.

Fossil Findings

How do archaeologists piece together dinosaur relations from 75 million years ago? It's detective work. For example, scientists know that tyrannosaurus hunted triceratops. Amidst some tyrannosaurus remains, archaeologists discovered bone fragments of a triceratops head crest, which probably meant they battled each other to the death long, long ago. At Jurassic Park's dig sites, you won't find these two together, though you will find the edmontosaurus and pachycephalosaurus at the triceratops's Hell Creek Formation B site.

Pleasing Tourists

Five-star dinosaurs please everyone, especially those mainstream tourists who aren't as informed as, say, dino nerds. Triceratops is one of five, five-star dinosaurs that you have access to at Jurassic Park. As such, it's a treasured commodity.

Besides its popularity, triceratops can entertain dino nerds and thrill seekers at the same time. Triceratops will hold its own in any pen, so you don't have to worry about frequent deaths when you place it in a carnivore pen with tyrannosaurus, albertosaurus, and velociraptors. Fun lovers would rather not see it in engaged in combat, so a better fit for them is triceratops with parasaurolophuses, styracosaurus, and torosaurus.

Strategy Tips

Anything that is the size of a school bus doesn't have to fight for its life often. You can breed a triceratops in any pen and it should live to "old age" almost every time. Just make sure your compounds are very big; a triceratops needs lots of room to wander around.

Should it come to combat, a triceratops will be aggressive, using its horns to spear its opponent. Its leathery skin is very durable and will resist all but the stronger carnivores' sharp teeth. In all of Jurassic Park, you won't find a tougher herbivore.

Tip

The cream of the crop, triceratops is one of only two five-star herbivores at Jurassic Park (brachiosaurus is the other). If you can uncover its DNA, your top priority should be to birth a triceratops soon after so you can increase your park's prestige.



Very few dinosaurs are tougher than the triceratops with its long, deadly horns and thick hide.

TRICERATOPS



At 100 percent DNA, your triceratops will live four years.



Small carnivores like an albertosaurus don't stand a chance against a charging triceratops.



At the watering hole, a triceratops cools down in the hot summer sun.



A curious triceratops examines the odd-looking humans inside the viewing dome.



Dinosaurs like triceratops are perfect for the balloon ride. Because of their size, you can spot them easily from high above.



It might be difficult to gather triceratops remains just from the dig site, so dip into the fossil market if you can afford the high prices.



Build a large pen for triceratops. If a triceratops can see fences on every side, it's going to stress out.



Use the info option to check on specific dinosaur stats during the game.



CARNIVORES

Acrocanthosaurus



Name Means: "High-Spined Lizard"

Category: Large carnivore

Size: 40 feet long, 15 feet high

Weight: 5,000 pounds

Intelligence: 

Time Period: Early Cretaceous

Dig Site: Hell Creek Formation A

Cost: \$4,250

Maximum Life Span: 5 years

Favored Prey: Parasaurolophus

Security: High

Popularity: 

Dino Trivia

Named after the spikes that grow out of its spine, the acrocanthosaurus had to be tough to live among the likes of carcharodontosaurus and spinosaurus. The spikes, some as long as 17 inches, extended from its vertebrae up its back to its head and acted as a defense mechanism against treacherous attacks.

Fossil Findings

Hell Creek Formation A, where you can dig up acrocanthosaurus bones, serves up everything you need to entertain the big lizards. Along with the fossils that will create acrocanthosaurus, you also can find parasaurolophus remains. Grow the large herbivore, and you have the acrocanthosaurus's favorite food supply. The location also holds the torosaurus, another potential large herbivore for the acrocanthosaurus to lunch on, except the torosaurus is much tougher.

Pleasing Tourists

Unlike with most dinosaurs, you don't have much choice when assembling an exhibit around acrocanthosaurus. It hails from the early Cretaceous period, along with only three other dinosaurs. To please dino nerds, you have to match it with a carcharodontosaurus, ouranosaurus, or spinosaurus; any others will offend a dino nerd's historical sensibilities. Fun lovers, of course, won't want anything to do with acrocanthosaurus and the carnage it can produce in an herbivore pen. On the other hand, thrill seekers will want to see an acrocanthosaurus rip through ouranosaurus, styracosaurus, and any other herbivores. They may even want to see it go head to head with other carnivores for dominance. Pit it against allosaurus and tyrannosaurus for some epic battles.

Strategy Tips

An acrocanthosaurus will fight for its kill, no doubt about that, but it also will scavenge carcasses left by others. It's not picky—it just wants its meat, dead or alive. With its intimidating presence, an acrocanthosaurus will bully lesser carnivores away from easy prey.

When it attacks, an acrocanthosaurus runs alongside its victim and uses its huge body to steer the prey where it wants it to go. When it's got a kill shot—a bite to the neck or sweep across its exposed spine—the acrocanthosaurus will strike quickly and mercilessly. Only the other large carnivores can compete with its deadly natural talents.



To make an acrocanthosaurus happy, load its pen with camarasaurus, corythosaurus, edmontosaurus, and parasaurolophuses. The acrocanthosaurus prefers to hunt large herbivores.



One of the biggest lizards in the park, the acrocanthosaurus hunts wherever it wants.

ACROCANTHOSAURUS



A four-star carnivore does wonders for a park looking for higher prestige.



An acrocanthosaurus battles with an albertosaurus in a special gladiatorial enclosure.



Stopping by for a drink, an acrocanthosaurus debates whether or not to run after the nearby corythosaurus.



The markings on an acrocanthosaurus look like tribal war paint and probably do the same thing—warn enemies that it means business.



Big dinosaurs like acrocanthosaurus take down prey by slamming them with their huge bodies or slashing them with their giant teeth.



Only high-security fences are tall enough and strong enough to barricade an acrocanthosaurus in its pen.



The favored prey of the acrocanthosaurus, the parasaurolophus, has no chance against the larger dinosaur in a small- or medium-sized pen.



If large carnivores get out of control, it may be necessary to push the declare emergency button.



Albertosaurus

Name Means: "Lizard from Alberta"

Category: Small carnivore

Size: 30 feet long, 11 feet high

Weight: 3 tons

Intelligence: 

Time Period: Late Cretaceous

Dig Site: Judith River Group A

Cost: \$2,850

Maximum Life Span: 4 years

Favored Prey: Parasaurolophus

Security: Medium

Popularity: 

Dino Trivia

You don't want to be anywhere near an albertosaurus's mouth. Its lower jaw has 16 teeth, its upper one 19. Besides the sharp teeth ready to rip and rend, the albertosaurus also has replacement teeth that grow in to replace any lost "weapons."

Fossil Findings

Judith River Group A offers up the ankylosaurus, albertosaurus, and pachycephalosaurus. Ankylosaurus and albertosaurus are a good combination, since you get a tough herbivore and carnivore from the same era, which helps you with park dino nerds and thrill seekers. Once you build a thrill-seeker pen, albertosaurus can snack on pachycephalosaurus, too; they just won't last as long as ankylosaurus.

Pleasing Tourists

Albertosaurus is in the "in crowd," a big clump of Jurassic Park dinosaurs from the late Cretaceous era. For dino nerds, team them with gallimimus, triceratops, and tyrannosaurus—or nine other dinosaurs from the late Cretaceous time period—and you can't go wrong. Thrill seekers will expect albertosaurus to rip some hide, so build a pen where they can "play" with edmontosaurus, homalocephales, torosaurus, and their favorite prey, parasaurolophus. Don't team them up with larger carnivores; they won't live past their second year.

Strategy Tips

Millions of years before tyrannosaurus rex, its cousin, the albertosaurus, walked the earth. Much like a miniature version of tyrannosaurus, the albertosaurus hunts on two powerful legs, balances with a long tail, and carries around dinky little arms not good for much. Unlike tyrannosaurus, the albertosaurus is extremely fast and agile. It can dodge around prey, circling and circling, until its victim gets tired and makes a deadly mistake.

Because it's not the "biggest kid on the block," an albertosaurus can't charge at its prey like some other carnivores. Instead, an albertosaurus watches its prey from a distance and uses cover to move in close. When it's sure of a quick kill, the albertosaurus engages the enemy. Against larger herbivores and packs of dinosaurs, the albertosaurus is a bit of a coward, preferring to hang back until it can pick off a straggler without having to fight for authority.

Caution

Don't underestimate the albertosaurus because it's a "small" carnivore. Left unattended, this carnivore will do significant damage to the immediate herbivore population.

The albertosaurus is a medium-sized carnivore in between the smaller velociraptor and larger acrocanthosaurus.



ALBERTOSAURUS



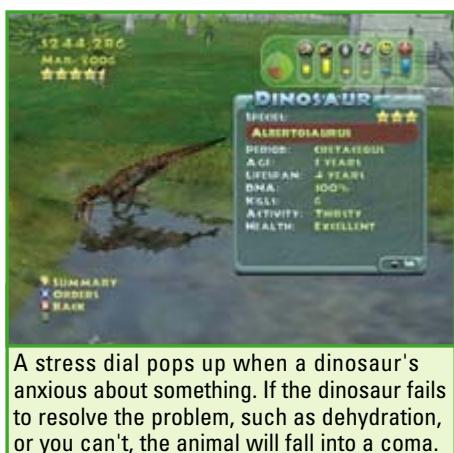
The three-star albertosaurus costs very little for a carnivore.



The albertosaurus isn't dumb—like a lion, it tracks its prey through the brush until it draws close enough to strike.



When a bar goes red—in this case, the albertosaurus's sleep indicator—the creature will do everything in its power to rectify the deficiency.



A stress dial pops up when a dinosaur's anxious about something. If the dinosaur fails to resolve the problem, such as dehydration, or you can't, the animal will fall into a coma.



Cows will feed an albertosaurus, but it needs to hunt other dinosaurs to live happily.



A hungry pack of albertosaurus will clear a pen of herbivores in a month or two.



Have your rangers move a sick dinosaur immediately, or inoculate the rest of the pen from the contagious disease.



Allosaurus

Name Means: "Different Lizard"

Category: Large carnivore

Size: 30 feet long, 17 feet high

Weight: 3 tons

Intelligence:

Time Period: Late Jurassic

Dig Site: Tendaguru Beds

Cost: \$4,200

Maximum Life Span: 5 years

Favored Prey: Stegosaurus

Security: Medium

Popularity:

Dino Trivia

Ever hear the phrase "skin and bones"? Well, the allosaurus brings new meaning to that phrase. Its belly ribs help support and protect its internal organs, but the ribs aren't attached to the rest of the bones—they're only attached to the loose skin!

Fossil Findings

Allosaurus remains can be found next to those of the brachiosaurus and kentrosaurus in the Tendaguru Beds. Though the allosaurus was a ferocious carnivore, the larger brachiosaurus didn't have to worry about the allosaurus's grandstanding. In fact, they make a perfect match for both dino nerds and thrill seekers. The allosaurus seldom attacks the brachiosaurus, so the two species will survive a long time in a pen together.

Pleasing Tourists

Mainstream tourists might have heard of allosaurus, so there's hope that a pen not devoted to fun lovers, thrill seekers, or dino nerds will still appeal to your mainstream guests. Fun lovers want nothing to do with the allosaurus—its carnivore instincts are the opposite of what they want to see in a dinosaur—while thrill seekers love the carnage the allosaurus wreaks. Dino nerds will only be happy if an allosaurus wanders around with a brachiosaurus, camarasaurus, ceratosaurus, dryosaurus, kentrosaurus, or stegosaurus.

Strategy Tips

Don't be fooled by allosaurus's favored prey, stegosaurus. That doesn't mean an allosaurus will take down a stegosaurus easier than the other dinosaurs do. Putting those two together is asking for trouble; asking for a dead allosaurus, actually. If you want to keep your star attraction alive, don't put a stegosaurus in the same pen—it will be a fight to the death one way or another.

Fossil records indicate that allosaurus may have hunted in groups. Jurassic Park dictates otherwise. Though several allosaurus might scare potential prey together, when push comes to shove, they want the meat all to themselves. Throw three or four allosaurus into the same pen and you can expect some territorial displays.

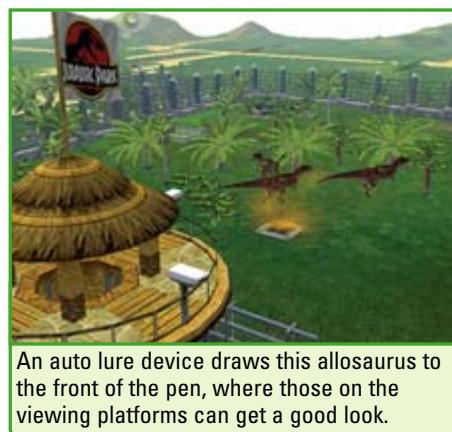


The allosaurus was the biggest carnivore of its time, so if you build a pen for dinosaurs from the late Jurassic era, it will rule the small kingdom.



The allosaurus has a distinctive rust color that sets it apart from most dinosaurs in Jurassic Park.

ALLOSAURUS





Carcharadontosaurus

Name Means: "Shark-Tooth Lizard"

Category: Large carnivore

Size: 45 feet long, 17 feet high

Weight: 8 tons

Intelligence:

Time Period: Early Cretaceous

Dig Site: Chenini Formation

Cost: \$4,200

Maximum Life Span: 5 years

Favored Prey: Ouranosaurus

Security: Medium

Popularity:

Dino Trivia

The carcharadontosaurus has a skull the size of a person. It doesn't take much to imagine its mouth chomping a person in half, then gobbling fleshy chunks with its eight-inch-long teeth. Although it has a big head, the carcharadontosaurus operates with a small brain, smaller even than the tyrannosaurus's.

Fossil Findings

You'll frequently end up with corythosaurus in your park. The reason? Its remains are at the same site as tyrannosaurus, Judith River Group B. Corythosaurus is about as average as you get for a park attraction—its popularity is right in the middle, its \$3,240 price tag isn't too steep or too cheap, and it lives for four years.

Pleasing Tourists

Despite its being a four-star dinosaur, mainstream tourists will not have heard even a whisper of carcharadontosaurus (and you'd remember, if you heard a name like that). Thrill seekers want to see bloodshed, so let the carcharadontosaurus munch on smaller dinosaurs like gallimimus, dryosaurus, and styracosaurus. Dino nerds won't be content with much. You have to pair a carcharadontosaurus with an acrocanthosaurus, ouranosaurus, or spinosaurus to be historically accurate.

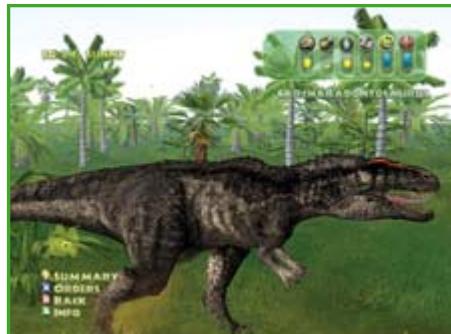
Strategy Tips

Because of its large size and powerful muscles, the carcharadontosaurus is a relatively fast runner. Many prey have fallen to a surprisingly quick carcharadontosaurus that's suddenly upon them. On the hunt, a carcharadontosaurus likes to line up its victim and then charge full speed at it. If the dinosaur isn't extremely agile, like a gallimimus, it's usually dead meat.

However, for a big dinosaur, the carcharadontosaurus is a wimp. Thrown in with a lot of other dinosaurs, a carcharadontosaurus panics quickly. It's also intimidated by other large carnivores like spinosaurus. Against smaller dinosaurs, a carcharadontosaurus hunts, drinks, and socializes splendidly. The bigger dinosaurs are another story. If you need to place them in tough competition, it's a good idea to add two or three to the mix, especially if there's going to be competition for food from another species.



Tip Don't place carcharadontosaurus in a pen with a lot of other dinosaurs. They're a panicky lot and will stress out fast.



A roaring carcharadontosaurus can be a frightening sight.

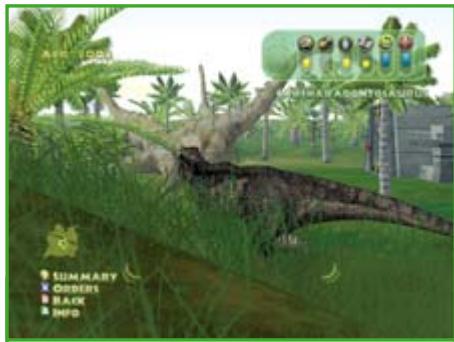
CARCHARADONTOSAURUS



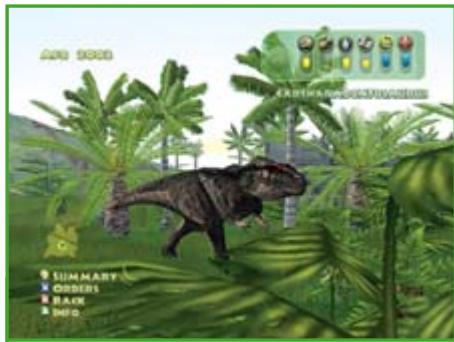
The four-star carcharadontosaurus lives five years and costs \$4,200, about average for large carnivores.



Let loose in Site B, a carcharadontosaurus fixes on an isolated camarasaurus.



Even the mighty carcharadontosaurus won't mess with the bigger brachiosaurus.



When a dinosaur's hunting impulse increases (the dino head icon), it will go look for food—either small animals, herbivores, or other carnivores.



So long as the pen is large, a carcharadontosaurus will wander without too much stress.



Once you commit to the Chenini Formation, Dr. Grant will inform you when carcharadontosaurus remains pop up.



A carcharadontosaurus is not above stopping for a snack on an unexpected carrion find.



A particularly cunning carcharadontosaurus outlives its brethren and has four kills to its name.



Ceratosaurus



Name Means: "Horn Lizard"

Category: Small carnivore

Size: 20 feet long, 8 feet high

Weight: 1 ton

Intelligence:

Time Period: Late Jurassic

Dig Site: Morrison Formation A

Cost: \$2,100

Maximum Life Span: 4 years

Favored Prey: Dryosaurus

Security: Medium

Popularity:

Dino Trivia

Based on fossil records, paleontologists believe the ceratosaurus was a stronger swimmer. Many of its bones were found near large bodies of water, and, like a crocodile, it has a long thin tail, which could have been used for propulsion in the water.

Fossil Findings

It's the only carnivore at its dig site. Morrison Formation A houses the herbivores dryosaurus and stegosaurus, but only ceratosaurus represents the meat-eaters. Once the fossils start showing up, though, the ceratosaurus thrives quickly. Maybe not as fast as the dryosaurus remains you find, but certainly faster than the meager stegosaurus bones you'll uncover.

Pleasing Tourists

The ceratosaurus joins six other dinosaurs in the late Jurassic period, so be careful when selecting your exhibit. Thrill seekers will take just about anything, so long as a ceratosaurus is doing the killing. Feed it small herbivores like gallimimus and dryosaurus; the large ones, like ankylosaurus and triceratops, will beat it silly, and your thrill seekers won't be back for more. Dino nerds will only accept a late Jurassic marriage, so add an allosaurus, brachiosaurus, camarasaurus, dryosaurus, kentrosaurus, or stegosaurus to a ceratosaurus pen.

Strategy Tips

The ceratosaurus has larger eyes than others of its relative size, so it, naturally, has good eyesight. A ceratosaurus might not be built to tackle the other carnivores, but it certainly knows when they're coming. Most of the time, it will beat a healthy retreat if it fears for its life.

During the hunt, a ceratosaurus attacks from the rear, where it can inflict lethal damage without fear of counterattack. It's fast and agile enough to launch a sneak attack like this, except against the fastest dinosaurs. Failing a sneak attack, ceratosaurus will attack in groups, so the sudden charge of many predators at once will confuse the enemy. If all that fails, a ceratosaurus will scavenge for food among other dead bodies, including cannibalizing its own dead.



Tip At only \$2,100 a dinosaur, ceratosaurus are a cheap alternative to the large carnivores. Early on in your park's career, you can get your guests excited by creating any carnivore—the quicker, the better.



The sneaky ceratosaurus will attack from the rear if possible. If not, it will try to use superior numbers to take down its prey.

CERATOSAURUS



Though one of the smaller dinosaurs in Jurassic Park, it still towers over a human at eight feet tall.



Along the stream shore, a young ceratosaurus drinks and lowers its thirst indicator.



If a dinosaur has a yellow crown icon on its status bar, it signifies that the dinosaur is the leader of its kind.



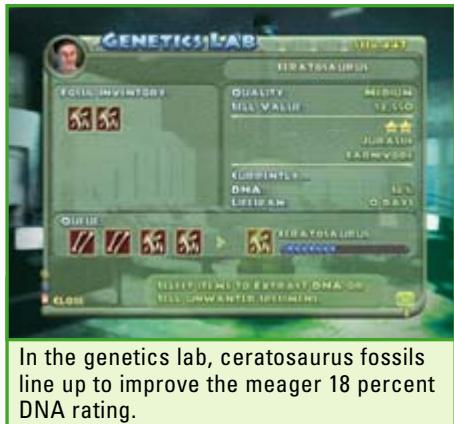
Hunting along the grassy plains, two ceratosauruses flank an oblivious ouranosaurus.



The ceratosaurus will eat anything, including its own kind.



The favored prey for the ceratosaurus, the dryosaurus can outrun the carnivore but has no other defense.



In the genetics lab, ceratosaurus fossils line up to improve the meager 18 percent DNA rating.



A sleeping ceratosaurus conceals itself in the high grass to prevent attack while it's in a vulnerable state.



Dilophosaurus

Name Means: "Double-Crested Lizard"

Category: Small carnivore

Size: 20 feet long, 5 feet high

Weight: 1,000 pounds

Intelligence:

Time Period: Mid-Jurassic

Dig Site: Morrison Formation B

Cost: \$2,100

Maximum Life Span: 5 years

Favored Prey: Dryosaurus

Security: Medium

Popularity:

Dino Trivia

Even though the dilophosaurus is a carnivore, its loosely attached jaws can't kill. Instead, its teeth serve as backup for chewing the food after the dilophosaurus makes the kill with its super-sharp clawed arms and legs.

Fossil Findings

The dilophosaurus is in probably the weakest dig location. You can find brachiosaurus bones at Morrison Formation A too, but those bones can also be found at the wealthier Tendaguru Beds site, along with better dinosaurs. The third dinosaur here, the camarasaurus, is basically a miniature version of the brachiosaurus. Skip this dig site, unless you have a pressing reason to uncover fossils from more than one of these early Jurassic creatures.

Pleasing Tourists

Tourists might think a dilophosaurus is cool because it spits poison, but most mainstream travelers will not have heard of it. It's tough for a dilophosaurus to please thrill seekers, since it's the weakest of the carnivores. Your only chance is to build a pen where it and several small herbivores can battle it out. It strikes out with dino nerds, too—it's the only dinosaur that doesn't have a historical partner. Forget about fun lovers; they don't want a carnivore, especially one they would have trouble seeing among a pen's grass, paleo trees, and hills.

Strategy Tips

Flat out, the dilophosaurus is the worst carnivore. Yes, it's very cheap to find and birth; however, it doesn't offer much. They die easily, can't hunt except with the smaller herbivores, and can be difficult to spot in an exhibit. It's better to focus your resources toward a different carnivore than to have to deal with all the hassles the dilophosaurus presents. The only time a dilophosaurus is worth it is when you want to gather as many different species as possible to reach that elusive five-star rating for your park.

Its one asset is speed. It can run with the best herbivores, and if it can shoot its poison into an herbivore's eyes, its claws will do the rest. Unfortunately, in all the dinosaur trials, the dilophosaurus finished at or near the bottom. The dryosaurus sometimes finished worse.

Tip

Stay away from the dilophosaurus. It's the weakest of the carnivores, and of most dinosaurs period, in almost every category.



When a dilophosaurus's head crest is raised, it's in an aggressive mood and you can expect a fight.

DILOPHOSAURUS



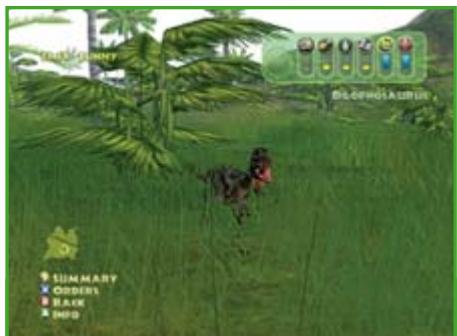
How many dinosaurs do you know that are shorter than humans? At least one: dilophosaurus.



The only chance a dilophosaurus has to score a big dinner is to pick the bones of another's kill.



Even in numbers, dilophosaurus have a hard time preying upon any dinosaurs other than the tiny dryosaurus.



In the high grass, a dilophosaurus is virtually invisible.



A carcharodontosaurus puts an end to this dilophosaurus's hunt.



Even small dinosaurs, if they get loose among the park guests, can cause fatalities.



You can tell when a dilophosaurus is happy and secure—its head crest stays lowered.



If you stick dilophosaurus with a tough herbivore like ankylosaurus, expect every last dilophosaurus to die before the first ankylosaurus passes on.



Spinosaurus



Name Means: "Spiny Lizard"

Category: Large carnivore

Size: 50 feet long, 22 feet high

Weight: 6 tons

Intelligence:

Time Period: Middle Cretaceous

Dig Site: Chenini Formation

Cost: \$4,950

Maximum Life Span: 4 years

Favored Prey: Ouranosaurus

Security: High

Popularity:

Dino Trivia

The spinosaurus was the biggest meat-eater of its time, so it had little trouble tracking down prey on the mainland. However, like modern-day birds, it also snatched fish out of the water with its beaklike snout.

Fossil Findings

The rich Chenini Formation holds the spinosaurus; another carnivore, the carcharodontosaurus; and a large herbivore, the ouranosaurus. When you're shopping for bargain dig sites, you'll be hard pressed to find one better. As a bonus, when you dig up the spinosaurus you also dig up its favorite meal, the ouranosaurus.

Pleasing Tourists

The star of the third *Jurassic Park* movie will be recognizable to most guests, even the mainstream variety. A five-star dinosaur makes for a great exhibit no matter what you do. To improve its efficiency, stick a spinosaurus in with other early Cretaceous beasts like the acrocanthosaurus, carcharodontosaurus, and ouranosaurus. Dino nerds will appreciate the effort, as will thrill seekers who will love the battles between the three giant carnivores as they fight for the lone herbivore.

Strategy Tips

Hands down, the spinosaurus is the dinosaur of choice. How can you compete with a package like this? The spinosaurus clocks in with a five-star rating, stands tallest as Jurassic Park's biggest dinosaur, and outthinks all but the swiftest dinosaurs. In dinosaur combat trials, the spinosaurus won all but one event—and that might have been a fluke (it was hit by lightning or something). You can't argue with a spinosaurus's toughness, and its mean streak will flatten any dinosaur short of a brachiosaurus.

Keep in mind the spinosaurus's tendency to be very territorial. If you throw two or more spinosaurus into a pen, expect them to fight each other, sometimes before they take out any other dinosaurs. Unless you have money to burn, create a single spinosaurus for your big exhibit and give it plenty of dinosaurs to terrorize.

Tip

Smarts plus speed equal a great survival combination for this small herbivore. You'll get great value from gallimimus, even in a large carnivore pen.

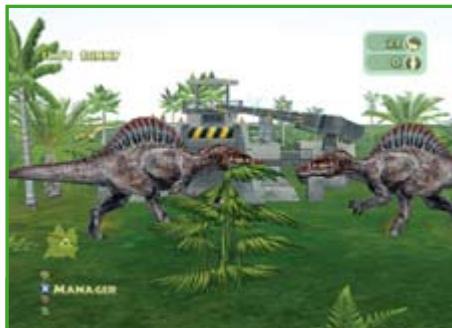


King of the hill, a spinosaurus doesn't lose to other dinosaurs often.

SPINOSAURUS



The largest dinosaur in Jurassic Park, the spinosaurus only lives four years—that's its big weakness.



Two spinosaurus will treat each other as enemies until one backs down. If neither flinches, it may come to who has the faster jaw.



If you're not intimidated by a giant spinosaurus rising up on its hind legs, it'll just land on you and call it a day.



At the local pond, a spinosaurus laps up water to quench its thirst.



A camarasaurus stands no chance as a spinosaurus takes it down with a single blow.



The spinosaurus barely fits out of the hatchery when it first enters Jurassic Park.



A rare sight: two spinosaurus eating from the same corpse. Usually spinosaurus are at each other's throats if they share the same island.



A spinosaurus follows its natural instinct to hunt. Unfortunately for the entire island, any dinosaur is on the menu.



PRIMA'S OFFICIAL STRATEGY GUIDE

Tyrannosaurus



Name Means: "Tyrant Lizard King"

Category: Large carnivore

Size: 40 feet long, 20 feet high

Weight: 6 tons

Intelligence:

Time Period: Late Cretaceous

Dig Site: Judith River Group B

Cost: \$4,950

Maximum Life Span: 4 years

Favored Prey: Edmontosaurus

Security: High

Popularity:

Dino Trivia

The world's most famous dinosaur, the tyrannosaurus has jaws up to four feet wide. Stacked in that mouth are up to 60 teeth, with some as long as 13 inches. A tyrannosaurus can eat a whopping 500 pounds of meat in a single bite!

Fossil Findings

There are a lot of tyrannosaurus bones spread throughout the world. Based on fossil evidence, paleontologists speculate that the tyrannosaurus may not have been able to run faster than 20 miles per hour. Because of its size, if it ran any faster and fell, the fall might be severe enough to kill it.

Inside your pens, you won't have to worry about a tyrannosaurus's top speed. You will have to worry, however, about digging up enough bones to create a tyrannosaurus in the first place. Found in Judith River Group B, its remains will be the most difficult of the three specimens there to unearth. You may have to dip into the fossil market to achieve 100 percent tyrannosaurus DNA.

Pleasing Tourists

Who wouldn't be happy about seeing a tyrannosaurus, so long as a maximum-security fence stood between human and dinosaur? Every mainstream tourist will quake at the mere mention of its name in your park. Thrill seekers will go ballistic if it runs around in a pen with other dinosaurs. Once dino nerds shake the awe out of their eyes, they'll want ol' rex teamed up with dinosaurs from the late Cretaceous, such as triceratops, pachycephalosaurus, and edmontosaurus (the favored prey of the tyrannosaurus).

Strategy Tips

Like many carnivores, the tyrannosaurus's eyes are in the front of its head, so it can use depth perception to help track its prey. While hunting, a tyrannosaurus will charge its enemy and try to kill it with one blow. If it can't find hidden prey—or sometimes as an intimidation tactic—a tyrannosaurus roars to scare and confuse those around it. To make life easier on a tyrannosaurus, don't place it in a pen with fast little herbivores. Gallimimus and dryosaurus cause it fits, because tyrannosaurus don't have the lateral movement to catch the darting dinosaurs.



Tip The tiniest dinosaurs in Jurassic Park, homalocephales need to live in your smaller pens so your guests can see them.



Ruler of the late Cretaceous, the tyrannosaurus is the most formidable of its contemporaries.

TYRANNOSAURUS



At nearly \$5,000 per baby tyrannosaurus, expect to shell out a ton for the famous dinosaur—and expect just as much in return when people hear of its arrival in your park.



It's a colossal mistake to let a tyrannosaurus loose. Use high-security fencing everywhere it could roam.



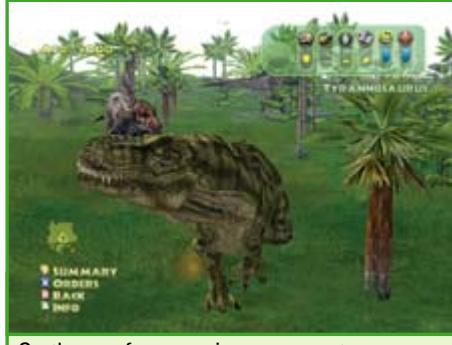
On the hunt, a tyrannosaurus swings its great head back and forth searching for prey.



A tyrannosaurus's great jaws don't give second chances—one bite finishes all but a handful of animals on the island.



Even the mighty tyrannosaurus can fall to a dino attack, especially when it's ambushed by a herd of one species.



On the run from a spinosaurus, a tyrannosaurus can accelerate quickly but doesn't have the stamina to keep running long.



Frequently, a tyrannosaurus will roar to rout its prey from the underbrush.



A lone tyrannosaurus settles down near the river, searching for a safe spot to sleep.



Velociraptor



Name Means: "Speedy Thief"

Category: Small carnivore

Size: 6 feet long, 3 feet high

Weight: 35 pounds

Intelligence:

Time Period: Late Cretaceous

Dig Site: Flaming Cliffs

Cost: \$4,350

Maximum Life Span: 3 years

Favored Prey: Small mammals

Security: Medium

Popularity:

Dino Trivia

The velociraptor combines the best of everything. One of the fastest dinosaurs, the velociraptor fights with 80 sharp teeth and the smartest brain of any Jurassic Park dinosaur. Its claws aren't too shabby either.

Fossil Findings

Far to the east, the Asian Flaming Cliffs hold velociraptor remains, as well as bones for the gallimimus and homalocephale. None of these dinosaurs crack the "large" category, so don't look here if you need to make a bigger impact. However, you do get the two smartest dinosaurs, gallimimus and velociraptor, which could keep them alive in your pens longer than the slower, bigger dinosaurs.

Pleasing Tourists

Another five-star attraction, velociraptors will excite any tourist, from the cheapest dad to the most seasoned archaeologist. Fun lovers might be the only ones not impressed, though even they might enjoy the little guys if they're in a pen by themselves. Dino nerds will be suitably impressed if you match velociraptors with other late Cretaceous dinosaurs like the tyrannosaurus, torosaurus, homalocephale, and ankylosaurus. Thrill seekers will get an extra kick out of the ferocious velociraptor, even if you just have them ripping apart sheep and cows.

Strategy Tips

Since scientists estimate that velociraptors could have hit 40 miles per hour for short bursts, you can guess that a velociraptor relies on its speed. Its speed enables it to elude potential threats, but it also scores most of its kills when it streaks in upon an unsuspecting victim.

Velociraptors prefer to attack in packs. The survival rate of a velociraptor in Jurassic Park is infinitely increased if you build a large herd of 10 or more. They can make do with as few as five or six; however, the more velociraptors there are, the more effective their hunting will be. No matter what, they don't stand much of a chance against large carnivores like tyrannosaurus and carcharodontosaurus if trapped in a small- or medium-sized pen with them. Give them room to run and they'll do fine.



In a mixed-species enclosure, velociraptors tend to die off unless you create a herd of five or more.



The super-fast velociraptor is also super-smart.

VELOCIRAPTOR



At \$4,350 for a three-year life span, the velociraptor is the most expensive dinosaur per year.



The definition of "stressing out" is having four of your status bars bright red and a giant spinosaurus breathing down your neck.



When it attacks, a velociraptor darts around its enemy and tries to strike from behind.



Don't be alarmed if your velociraptor's status bar fills up with yellow quickly—they're a careful lot that won't take chances unless it's absolutely necessary.



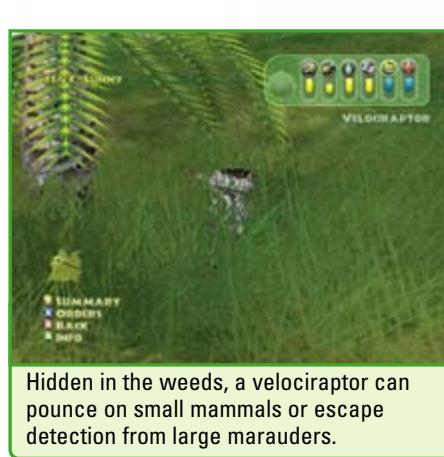
Velociraptors panic easily, so don't stick them around a lot of big dinosaurs.



The little velociraptors are always on the run. The only time they stop is when they sleep.



Velociraptors like to hunt in packs, so that a couple can distract the victim while the rest sweep in for the kill.



Hidden in the weeds, a velociraptor can pounce on small mammals or escape detection from large marauders.



STRUCTURES



Dinosaurs are important. Without buildings, fences, and attractions, your theme park goes nowhere.

There's no theme without dinosaurs, and there's no park without structures. During the course of raising your meager park entrance to a five-star vacation spot, you'll have to carefully spread your money among dinosaur research, maintenance and emergency situations, and your park structures. When your island has gone from an empty green frontier to a complex-looking circuit board, full of zigzagging fences and square buildings, then you know you've succeeded.



When your island begins to look like a circuit board, you know your park is a hit.

As you proceed through *Jurassic Park: Operation Genesis*, you'll have access to 24 different buildings, attractions, amenities, and machines. Some you can't play without (the park entrance, the ranger station, or dinosaur fencing), while others don't find a home in most parks—the culprits at the bottom of the list, like the security camera and sentry turret. Yes, there's a use for everything—the security devices at the bottom of the list provide added protection and calm nervous guests—but you have to make hard choices as the manager of the park, and some items have to go. If your budget reaches the size of the U.S. deficit, then you can spend freely.



With 24 structures to choose from, you can't buy everything in multiples, especially buildings with a \$10,000 price tag.

There's no theme without dinosaurs, and there's no park without structures. During the course of raising your meager park entrance to a five-star vacation spot, you'll have to carefully spread your money among dinosaur research, maintenance and emergency situations, and your park structures. When your island has gone from an empty green frontier to a complex-looking circuit board, full of zigzagging fences and square buildings, then you know you've succeeded.



You won't be flying high—in fact, your world will come crashing down—if you're not careful with how much you spend on your park's infrastructure.

1. Park Entrance



Cost: \$5,000 **Status:** Available

What Is It? It's the front door to your park. Guests arrive via helicopter, land at the helipad, and wander about the greatest theme park going. Tourists' first taste of Jurassic Park will be when they walk through these doors, but first they have to pay for their tickets.

Why Is It Ranked High? You can't have a theme park without it. It's the central piece, and everything from the first path to the first run of fence to the first dinosaur revolves around the park entrance.

2. Ranger Station



Cost: \$10,000 **Status:** Available

What Is It? If you're thinking "park rangers," throw that right out of your mind. Jurassic Park rangers don't pick up garbage or help stranded tourists on the trails; they fly helicopters, plan rescue operations, and, sometimes, fight dinosaurs.

Why Is It Ranked High? Without a ranger station, you have no chance to cope with any of the emergencies that *will* strike your park. You need this building for all the ranger commands, so build it right away.

3. Fencing



Cost: \$100 for low security, \$250 for medium security, \$500 for high security

Status: Available (low security) and researched (medium and high security)

What Is It? The best security measure in the game comes in three strengths: low, medium, and high. Most dinosaurs stay behind the low-security fences, but check a dinosaur's stats so that you don't inadvertently stick an acrocanthosaurus in a light pen.

Why Is It Ranked High? Every pen has to be reinforced, so you'll spend a majority of your dinosaur funds on fences. The downside is you only get the low-security fencing out of the gate; you must research the other two.

4. Hatchery



Cost: \$6,000 **Status:** Available

What Is It? The genetics lab creates the dinosaur DNA, but the actual birthing happens in the hatchery. Once you have one, any dinosaur you own with 50 percent or more DNA can be hatched in your park and you'll be on your way to reviving the ancient animals.

Why Is It Ranked High? You can't create dinosaurs without a hatchery. You only get five in the game, but that should be enough—you don't need to have one in every pen.



5. Feeder



Cost: \$1,500 for both herbivore and carnivore models

Status: Available

What Is It? Dinosaurs have to eat, right? There are two models, one for herbivores and one for carnivores. Make sure you place the correct ones in the corresponding dinosaur compounds. You don't want carnivores with paleo bales, or herbivores with cows.

Why Is It Ranked High? This is another essential; at least one feeder goes in each pen you build. In larger pens, place two or three, so they become even more valuable.

6. Kiosk

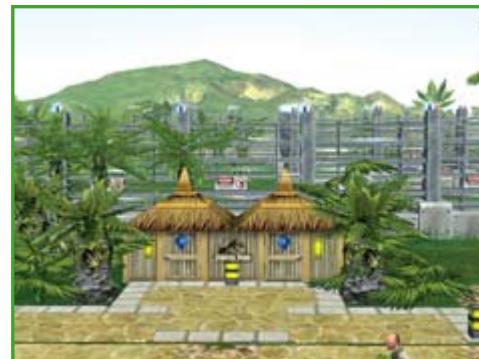


Cost: \$2,000 **Status:** Available

What Is It? "Kiosk" is a fancy name for fast-food joint. Here your visitors can buy sandwiches, dino dogs, rex burgers, thrillin' chili, fun fries, and paleo salads. Mix up the meals with the side orders in your different kiosks. This presents a variety to your consumers and will ultimately please the most people.

Why Is It Ranked High? Food is a necessity, as anyone who's been walking around in a theme park for a while can attest to. You can earn some steady money off your multiple restaurants.

7. Restroom



Cost: \$1,500 **Status:** Available

What Is It? It's the same room as the one in your house, only larger. The bathrooms around Jurassic Park should be strategically placed so one is always in sight. It's probably a good idea to stick them next door to the food kiosks and near park entrances.

Why Is It Ranked High? Can you imagine a theme park without them? I know the island's surrounded by water, but you have to have plumbing.

8. Viewing Platform



Cost: \$3,000 **Status:** Available

What Is It? Maybe the most important attraction, the viewing platform is affordable, generates a good income, and is available as soon as you start creating the park. Pay attention to the platform's name, since this dictates what sort of tourists gravitate toward it.

Why Is It Ranked High? The last of the "high-ranking" structures, the viewing platform allows your park guests to see the dinosaurs from up high, at an affordable price. You earn some extra bucks, and consumers go home happy.

9. Viewing Vent



Cost: \$1,500 **Status:** Available

What Is It? Not as fancy as the towering viewing platforms, the viewing vent can be a nice alternative to those expensive attractions. Sure, it's just a landing with slots through which to see the dinosaurs, but tourists will pay.

Why Is It Ranked Medium? The viewing vent gets a decent ranking because it's one of only two attractions available immediately. As soon as the other attractions can be researched, forget about the viewing vent, except as an aesthetic change of pace.

11. Cleaner Station



Cost: \$3,000 **Status:** Available

What Is It? The park doesn't clean itself. You need a cleaner station to tidy the walkways and remove the trash. Inside the cleaner station you can hire and fire employees, monitor how much is being spent on cleanup, and jump to individual cleaners if you want to take a hand in polishing the place up.

Why Is It Ranked Medium? You can get away without a cleaner station early in the game. As soon as you receive tourists, though, you must invest in a station or your park will start looking like a dump.

10. Cash Machine



Cost: \$600 (one time charge)

Status: Researched

What Is It? These mini-banks spit out money so your park visitors can spend more. If you don't research this advance, you're doing yourself a disservice, and your customers won't be too happy either. Expect lots of complaints to public relations if you choose to skip this one.

Why Is It Ranked Medium? It's really a necessity, but it's the first of many research advances, so you can't start the game with it.





12. Balloon Tour



Cost: \$4,000 **Status:** Researched

What Is It? The most breathtaking ride in the park, the balloon tour soars above the dinosaur pens where you can see everything. A tour covers about one quarter of the island, but that should be most of your attractions if you keep things centralized.

Why Is It Ranked Medium? It's a bit expensive and takes a while to research, so the balloon tour won't earn you money right away. Eventually, when you get the attraction running, you'll be happy with its income.



13. Trash Can



Cost: \$100 **Status:** Available

What Is It? There's nothing special here. Your average outdoor garbage can collects the trash. Well, most of it—you still need a cleaner station to keep everything clean. When you see dirt patches appearing in the same place often, try sticking a trash can in the immediate vicinity.

Why Is It Ranked Medium? You don't want your guests complaining about the park's shabbiness, so shell out the \$2,000 it takes to buy all 20 trash cans and spread them around your park.

14. Bench



Cost: \$150 **Status:** Available

What Is It? When you're tired and don't want to get grass stains on your pants, a bench is the perfect resting spot. Visitors appreciate periodic benches, otherwise expect grumbling from those who don't feel like hoofing it across your park. Frequent benches also eliminate the need to build more expensive rest areas.

Why Is It Ranked Medium? You can increase visitors' morale with benches. On a long pathway, throw a bench midway down the concourse and everyone is content.

15. Fountain



Cost: \$400

Status: Researched

What Is It? These pools of water help beautify your park and steer visitors away from thinking your park is dirty or grungy. You don't receive the coins visitors flip into the spraying pools—you're really in trouble if you have to count pennies—but you do gain a small nudge in park prestige.

Why Is It Ranked Medium? You can live without fountains, but they only cost \$400 to research, so why not invest in some aesthetics and upscale your park?

16. Viewing Dome



Cost: \$5,000

Status: Researched

What Is It? A dinosaur might tower over you in a viewing dome. You construct a dome inside a dinosaur pen, and tourists take a tunnel to reach it. The domes are created from super-strength safety "glass," so no need to worry about accidents.

Why Is It Ranked Medium? It's expensive. Don't get me wrong; it's a very cool ride, except \$5,000 is a lot to pay for an attraction that takes in the same as the balloon tour.



17. Safari Adventure



Cost: \$4,000

Status: Researched

What Is It? You drive a safari car around a dinosaur pen and take pictures of the pretty giant reptiles? Does anyone else see something wrong with this scenario? Of course, this is an accident waiting to happen.

Why Is It Ranked Low? You can earn extra money with safari pictures, and it takes in as much or more than the other attractions, but it's too dangerous. One fatality on a safari ride will hurt your park. Two or more will erase years of work.



18. Souvenir Stand



Cost: \$2,000 **Status:** Researched

What Is It? At these booths you can sell souvenirs to tourists and earn bucks. Balloons, fun bags, and dino toys come in all shapes and sizes, and you can adjust the price to whatever you think tourists will pay. Raptor buttons, dino snowballs, and amber key chains as free gifts spice up the deal.

Why Is It Ranked Low? This would be ranked much higher—one of the three structures recommended at every major intersection, along with a kiosk and restroom—except it takes a while to research. Once you erect a few stands, the funds will flow.



19. Visitor Shelter

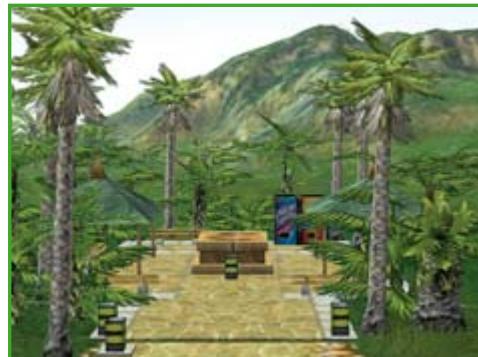


Cost: \$2,000 **Status:** Researched

What Is It? When you call an emergency alert for the park, the tourists have to run somewhere. It's either to the park entrance or a visitor shelter, and the shelter can be placed anywhere without a problem. You don't want a major disaster to hit without one of these reinforced bunkers.

Why Is It Ranked Low? From a financial standpoint, the shelter is a necessary evil. Yes, you want it for an emergency, but other than that, it does nothing for you.

20. Rest Area



Cost: \$1,500 **Status:** Researched

What Is It? Where park benches are a quick fix, rest areas are the extravagant solution to a park's overcrowding problem and tired tourists walking around your park. Besides benches, rest areas also have beverage machines to help refresh weary guests.

Why Is It Ranked Low? You don't need rest areas. In a thriving park, they're an appreciated upgrade, but low-prestige park shouldn't waste the money. Only think about it when you come close to using up all 20 of your park benches.

21. Auto Lure



Cost: \$2,000 **Status:** Researched

What Is It? When you want to enhance your dinosaur exhibits, you install an auto lure machine or two in your enclosure. The gas from an auto lure gadget attracts dinosaurs, so you can draw them to the front of a pen where the guests can watch them up close.

Why Is It Ranked Low? A dinosaur exhibit functions fine without an auto lure. It's like waxing your car—you can still drive a dull car without a nice polish, but it won't be the best it can be.

23. Security Camera



Cost: \$600 **Status:** Researched

What Is It? Theoretically, a security camera will notify you when a dinosaur enters its field of vision. You don't need this since all the dinosaurs are in enclosures, and if one of the fences goes down on a pen, you'll be notified immediately.

Why Is It Ranked Low? You might think a security camera is good for helping you track dinosaurs, but your normal overhead camera angle does that just fine. It helps with visitors' perception of park security, but only marginally so.

22. Avoidance Beacon



Cost: \$2,000 **Status:** Researched

What Is It? A high-tech gizmo that guides dinosaurs away from a particular area with its high-pitched sound. Keep in mind that an avoidance beacon has limited battery power. When it recharges, it's inactive.

Why Is It Ranked Low? An auto lure works better to attract dinosaurs to the spot you want them to go. An avoidance beacon is imprecise—it will drive them away from a spot but can't guide them to the correct location.

24. Sentry Turret



Cost: \$10,000 **Status:** Researched

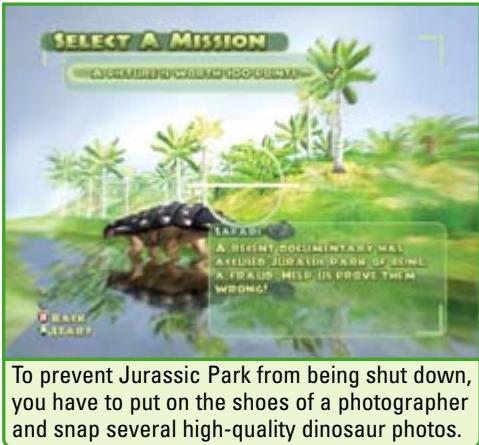
What Is It? This heavily armed turret will gun down renegade dinosaurs. You set it to track carnivores, herbivores, or all dinosaurs and it will retire the selection with terminal force.

Why Is It Ranked Low? You could place these to protect your guests, but if you're careful with security elsewhere—like the proper fencing and prompt response time by the rangers—you won't have to pay the whopping \$10,000 price tag per sentry. There are better ways to spend your money and still not get anyone hurt.



MISSIONS

A Picture Is Worth 100 Points



To prevent Jurassic Park from being shut down, you have to put on the shoes of a photographer and snap several high-quality dinosaur photos.

Objective



You have only 10 shots in the camera and three land cruisers to wreck on this mission.

A recent news story has accused Jurassic Park of exhibiting fake dinosaurs. Ingen needs a set of dinosaur photos for the media department. You have 10 frames in your camera with which to achieve a total of 100 points by capturing top-notch photos of dinosaurs in the park.

Skills Needed



You must have patience to capture the best shot. Try to fit as many dinosaurs as you can in the field of vision, and wait until those dinosaurs are visible. A few seconds earlier, the dilophosaurus in this picture were hidden in the grass.

This is your first of four photography missions. It's an easy one. You have 10 camera shots and will probably only need three or four to achieve the 100-point total. The idea here is to practice your photography and driving skills.

Good photography requires patience. Wait until your dinosaurs are clearly visible, and try to squeeze in as many dinosaurs as possible into the picture. A better quality shot plus more dinosaurs equals loads of points.



Avoid hitting dinosaurs in the field. Each dino you clock costs you 25 points.

While photography can be mastered in a short period, driving skills are another matter. Play around with the controls of the land cruiser to get used to going backward, forward, in tight circles, at full acceleration, etc. As you roam about the island, drive slowly. The only time to hit full throttle is to avoid a chomping by a tyrannosaurus. When you drive slowly, you can avoid smacking into a dinosaur (which costs you 25 points), and you can set up better shots (dinosaurs won't be disturbed by the engine rev as often).



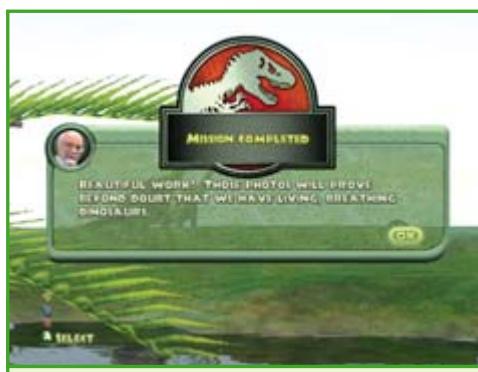
The more dangerous animals will destroy your land cruiser if you're not cautious. Hone your driving skills before getting in close to a large carnivore.

The sort of driving that's needed to move in close to large predators—what I like to call "combat driving"—will take much longer to master. When approaching dangerous carnivores, find a clear path to the animal, inch in slowly, and steer directly for the big beast. Get in as close as possible—that's the best shot possible—without risking bodily harm. Safety comes first. As soon as the dinosaur makes a hostile move, you're out of there. Hit full reverse and put some distance between you and the angry dino. After you've cleared some ground, turn quickly and accelerate forward until you've escaped.



The giant brachiosaurus and sleeping camarasaurus rack up 52 points in this single shot.

As a last word of caution, don't waste photos on difficult shots that may come up empty (such as a rush shot of an attacking carnivore). Also, don't take pictures of the same dinosaurs—your photography points will be significantly reduced with each repetitive shot.



Continue with your mission until you receive the "mission completed" window. On the more difficult missions, you may think you're finished, but until John Hammond says so, you're still on active duty.



Of course, more dangerous animals, like this allosaurus, score the biggest points.

Wander the island until you have several quality dinosaur photos, and John Hammond will then call you home. Use your map in the top left corner to navigate. Herbivores show up as green dots, while carnivores appear in red. The best spot for taking photos is the local water hole. Eventually, dinosaurs have to quench their thirst, and you'll be sitting there in position for the perfect close-up. If you're running low on film or land cruisers, avoid the red dots and seek out the safer herbivores.





When Carnivores Attack!

Objective



Eliminate the crazed carnivores before they shut down the park.

Just before Jurassic Park officially opens, the carnivores go berserk. Your mission is to retire all the carnivores before Ingen permanently closes the park down. You have three minutes and 30 seconds to complete the task.

Skills Needed

You have three and a half minutes to shoot all 13 carnivores.



Your first of four "shooter" missions requires that you learn how to fly a helicopter. If you've been zipping around your own park, this should be a breeze. If not, practice banking left and right and accelerating. Put the copter into firing mode, and you can rotate the target around the park to snipe at the rampaging carnivores. As tempting as it is to stay in shoot mode and line up all the dinosaurs one by one, it's practically impossible. You'll have to exit into fly mode to get your bearings from time to time.



Line up the offending carcharadontosaurus in the crosshairs before pulling the trigger.

What would a "shooter" mission be without marksmanship? Practice makes perfect on these missions, so don't be upset if you can't nail the offending dinosaurs on the first try. It takes a while to get used to the swaying target as you attempt to pick off dinosaurs from a helicopter 100 feet in the air. The key is patience. Wait until the crosshairs are moving slowly, then line up a solid shot to the base of the neck or head. If you're experiencing difficulties in normal mode, zoom in closer.

For a better shot, zoom in.



How to Beat It

The small, fast velociraptors will be the toughest to put to rest.



You begin the mission with 30 bullets and must eliminate 13 carnivores (the ones with red circles around them). You're armed with just over two bullets per dinosaur, so don't panic if you miss once or twice per dinosaur; you'll have enough ammo. Time is tight, yes, but the carnivores are crazy—they're just as likely to take down each other as they are the helpless herbivores in their pens. Don't be surprised if four or five carnivores drop without you having to do the deed.



To track the velociraptors you may have to zoom out and then scope back in after you have a lock.

Starting from the helipad, your first objective point should be the carcharodontosaurus pen due north and right in front of you. After you've dealt with that pen, proceed west one pen over and look for the velociraptors. Your third and final pen should be the tyrannosaurus enclosure south a ways behind you. Glance at your map to key on the closest red targets.



The tyrannosaurus lie to the south in the farthest pen.

Why that order? It makes sense to hit the closest pen, the carcharodontosaurus enclosure. You'll mop them up quickly because they present big targets. To avoid feeling the time pressure, though, knock off the velociraptors next. They are the most difficult to get a bead on; don't worry if you use two minutes or more dropping them all. It's hard work.

If you can't finish the last carnivore before time runs out, the mission restarts from scratch.



With whatever time remains, double back to the tyrannosaurus pen and shoot the remaining two dinosaurs. You may have to rush, but that's why we've left these giant targets for last—with practice, you can nail these carnivores on the fly from long distance.

The three-plus minutes is more time than you think. Again, it may take you several mission runs to get comfortable and complete everything effortlessly. Take your time and practice here; mission two is a trial run for the tougher shooter missions to come.



Time to Get Moving

Objective



Rescue 10 herbivores from the clutches of four rogue tyrannosaurus.

Rogue tyrannosaurus stalk the island. Your mission is to move at least five edmontosaurus and five parasaurolophuses to the holding pen before the eight-minute time limit expires. Keep the herbivores safe from the tyrannosaurus by using lethal force.



Skills Needed



You start at the north end of the island where the holding pen resides. The herbivores graze at the island's south end. Your goal is to guide them all north to the safety zone.

By now you should be used to the helicopter, so call on those skills to zip around the island. You should also be used to the radar map, so follow the green blobs to catch up with the herbivore tribes, and zero in on the red blips to eliminate the carnivore threat.



In fly mode, check the radar screen for the hostile carnivores or the wandering herbivores.

This mission really preps you on the uses of the muster command. Mustering shoots out a wave of sonic energy from your helicopter, which drives dinosaurs in the direction of the pulse. By riding behind a pack of dinosaurs and mustering, you can guide them in a particular direction. It might take practice—you may have to muster from side to side to corral the dinosaurs toward where you want them to go—but eventually you'll get the hang of it.

How to Beat It

Your first task from the helipad is the carnivore threat. You want the four tyrannosaurus dead before you begin a single muster sweep. If you don't eliminate them, the tyrannosaurus will kill many of the herbivores, perhaps enough so that you can't complete the mission. More importantly, the tyrannosaurus will make runs through the herbivore tribes and mess up your mustering plans. When a large predator attacks, edmontosaurus and parasaurolophuses scatter. You'll lose precious minutes regrouping the herbivores if you don't drop the carnivores first.



The tyrannosaurus should be dealt with first so they don't disrupt your herding efforts.

Once the tyrannosaurus are removed from the equation, motor to the island's south end and muster the straggling dinosaurs toward the main tribe. Group as many as you can together. Inevitably, you'll lose dinosaurs as you progress north. Don't worry about that; you can't save them all yet. Just control a group of seven or eight of each species and run them north.



Use the muster command to direct the roaming herbivores toward the north side of the island.

It's a fairly straight run north. Most of the dinosaurs frolic on a circular landmass at the tip of the island; target these. Don't worry about the ones way off to the west. You'll fetch them only if you don't have enough from the main group to complete the mission.

After you muster them into a tight group, drive them north. Guide them through a narrow land passage, where the sea presses in on both sides. Once through there, you can head in a straight line, and you should reach the holding pen easily. Look for the glowing lights or the security fencing.



If a few dinosaurs get stuck on a corner or run into the fencing, don't panic. If most are heading in the right direction, you'll have time to massage a "stuck" dinosaur group by mustering it out of the trapped area. Then you can swing them back around to meet with the others.

With a little bit of luck, you should have the 10 dinosaurs you need on the first try. Otherwise, double back and look for the missing species from the remaining green dots on your radar screen. One or two more should do the trick.



Dinosaurs and Weather

Objective



Ingen scientists want to conduct research into the effects of weather on dinosaurs. They've chosen an island with unusual weather patterns, and you need to take special photos of the dinosaur behavior.

Skills Needed



Besides your photography and driving skills, you'll need to study up on your dinosaurs. This mission has you find dinosaurs by name, so you need to be able to tell a gallimimus from a dryosaurus, and specifically from a ceratosaurus. You'll have a huge advantage on this mission if you can spot dinosaur species from a distance. There's no time limit, except that the carnivores may eat all your herbivores and you won't be able to complete the mission.



How to Beat It



Your first objective, the gallimimus, hang by the beaches on the western side of the island.

For your first encounter, drive to the southwest corner of the map. The map can come in handy as you study landmarks and navigate from point to point. Gallimimus like to socialize near the ocean water, so search the shoreline for the little guys. Be careful as you drive through the marsh grass; if any are resting, you'll never see them and could run over a few.

Dryosaurus cohabit with gallimimus, so you may catch them in the same shot.



Dryosaurus hang out with gallimimus. If you're good, you may snap a photo with both in the shot, thus completing both objectives. If you don't spot dryosaurus immediately, search the inlets to the south. The small dinosaurs like to do some swimming there.



Stegosaurus, your third objective, usually sleep on a hillside to the northwest.

Stegosaurus are the hardest to find. In the northwest corner, there's a small hill, which is the resting ground for them. You can easily drive around it, so use the black button trick to highlight all dinosaurs in the area, then follow the stegosaurus name. You may have to hurry here, since the velociraptors in the area like to snack on sleeping stegosaurus. There are only two stegosaurus, and if they die, you can't finish the mission.



Ceratosaurus are easy to find—they're the red dots terrorizing the green dots.

When you drive north, your fourth objective, ceratosaurus, will be the opposite of stegosaurus—very easy to locate. Watch your radar screen for the red dots terrorizing the green dots, and you've found ceratosaurus. They seem to be on the move a lot hunting the local corythosaurus, so this shot may be a difficult one.



Snap a picture of corythosaurus on the north side of the island. Just make sure the storm hits first or it won't count.

Corythosaurus reside to the north or the east side of the island. Many times you can flash them as they run from the ceratosaurus. If not, they're easy to spy with their yellow and black stripes. Be patient with corythosaurus. Ingen wants a picture of them in the rain, so if you shoot early, it won't count.



Back near home base, search around the marshes to find homalocephales.

When all the dinosaurs are shot, your sixth and final objective brings you back home again. Homalocephales run the marshes near the starting base. As with gallimimus, be careful you don't drive over them while you search the grasslands.

With 20 frames, you shouldn't have a problem. After all, there are only six shots to snap, and some of those could be covered in a single frame if you need to save on film. Driving over dinosaurs could set you back points, so take it easy with the lead foot. When all is said and done, if you can take photos in the fog and rain with killer reptiles brushing up against your windshield, you've got a career out in the photography field.

Skills Needed



The visitor shelter lies right next to you, southwest of the ranger station. However, you must eliminate the dinosaurs in the south pen first.

Your pilot skills will be tested in this mission, as will your steady gun arm, since it's a mission flight in the middle of a raging storm. Take a little extra time to settle the scope down and line up sure shots. Plus, you only have 30 bullets to whack all 18 dinosaurs, so don't go making Swiss cheese of the flora.

Time management is also key. You can only do so much in the four-plus minutes. Maximize all your actions. As you'll see, the game plan forces the dinosaurs to cannibalize each other and saves you the precious seconds you need to rescue the president.

Rescue the President

Objective



Shoot 18 dinosaurs and rescue a president in just over four minutes? No problem.



It's another helicopter shooter, though this time you have to eliminate 18 targets with only 30 bullets.



The president of Dregovia has been trapped in Jurassic Park during a heavy storm. He's the only one left alive and has taken refuge in the visitor shelter. Before you can rescue him, you must retire all the rampaging carnivores in the park. You have four minutes and 30 seconds to do so.



How to Beat It



Don't shoot the big dinosaurs until the end. You want the large carnivores alive as long as possible so they can do your dirty work for you and eliminate some of the other dinosaurs.

The first mistake rookies make on this mission is to kill the big dinosaurs. That's the last thing you want to do. The spinosaurus and carcharodontosaurus actually help you out big time. The longer you leave them alive, the more velociraptor chow they may indulge in. Shoot the final three or four large carnivores at the very end. Left alone, your "allies" may kill 10–14 dinosaurs themselves.

Concentrate your fire on the ever-elusive velociraptors.



With 30 shots and 18 carnivores, your aim had better count. Even worse, most of your targets are velociraptors, and they never stand still. Be patient. Wait until a velociraptor pauses to look around or engages with another dinosaur. Let your crosshairs slowly slip across the velociraptor's head, and squeeze the trigger when they're dead center. You can't rush or you'll have to start all over, as the gunshot will chase your victim away.



In the south pen, you have multiple targets. If only the company had bought you that assault rifle...

After the last velociraptor falls, hunt down the remaining carnivores. Even if time is short, you should spot them quickly—we've left the tallest dinosaurs in the park for you to draw a bead on. Trail each one until it's dead. Don't be surprised if one of the large carnivores busts open a fence and makes a run for it. The reason we're in this mess in the first place is that the architects didn't use high enough security fencing.



Once the final velociraptor falls, track down the remaining spinosaurus and carcharodontosaurus.

Your last task is the most important—rescue the president. If all dinosaurs are dead, it's no sweat. However, if any have broken free of the pen—especially the agile velociraptors—it might be a race against time. You want to pull the president to safety, but you don't want him eaten in the process. Freed dinosaurs will gravitate toward the visitor shelter, so shoot them, then attempt the rescue, hopefully with seconds to spare.



The final step is to return to the visitor shelter and lower the life preserver so the president can climb on board.

Danger Club Photo Safari

Objective



Break out your zoom lens and four-wheel drive. We're about to "shoot" the large carnivores.

Wealthy thrill seekers from the Danger Club are offering to donate a fortune to Jurassic Park if you go into the park and get thrilling dinosaur photos. You must take 200 points worth of super-dangerous photos of carnivores hunting, fighting, and eating—and you only have five "lives" to do it in.

Skills Needed



You know it's bad news when you start off with five land cruisers, instead of the normal three.

Combat driving and split-second photography instincts will help tremendously on this mission into deadly territory. Even more importantly, you need to recognize the warning signs of a dinosaur that isn't happy with you. If a large carnivore in the immediate vicinity displays panic, and there are no other red dots around, then it's probably your engine noise that's the cause. In those cases, get too close and the dinosaur will attack.

When you feel the ground quaking or see other dinosaurs fleeing in horror, one of the big dinosaurs has arrived. Finally, don't ignore a dinosaur charging straight at your camera view. Yes, you may get the greatest action shot ever to grace the Jurassic Park marketing material; more than likely, though, you'll be dead. Nine times out of 10 that charging dinosaur is coming for you. It's better to run away and fight another day.



Practice this maneuver regularly until you can reverse away from charging carnivores.

How to Beat It



No matter how much detail you get in a shot, you score zero points if the carnivore is inactive.

Don't think of yourself as a stunt driver; think of yourself as a secret agent sent to infiltrate enemy territory. If you don't make yourself "invisible," you'll spend more time running from the big dinosaurs than snapping pictures. Try staking out an open space before the large carnivores arrive. You can set up and probably click off a few good shots before you have to move. The best spot is along the stream that runs north, since dinosaurs tend to mill about that area.



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A quality shot of a tyrannosaurus running still nets you zilch.



Some tricks of the trade will help you reach the 200-point mark without wasting all your film. Sneak in while a spinosaurus or carcharodontosaurus is asleep. When it wakes up, it should be hungry, and you will seem like part of the scenery. If you're really lucky, there will be a snack nearby, like a clueless ouranosaurus or overexcited gallimimus. You can also follow hungry dinosaurs to catch them in the act of the kill. While driving, hold down the black button and trail the nearest carnivore with a meat leg over its head.



You nab a few points for a carcharodontosaurus gulping a velociraptor.

Remember, safety comes first. You might think five land cruisers is a lot, but they go fast. Ride in close, look for a nice shot, then back out if the environment gets too "hot" with trampling dinosaurs all around. When a carnivore sets its eyes on you, reverse until it decides you're not worth charging after any longer. The land cruiser annoys the large carnivores, and they will chase after you when you get close.



Even a close-up of a spinosaurus tearing open its fresh meal only registers in the teens.

That said, sometimes you have to take one for the team. When the ideal shot presents itself, you may have to sacrifice the cruiser for that one perfect shutter click. Somehow, somehow, you have to reach 200 points.



To score bigger points, you have to catch a carnivore in the act of attacking. If you can capture multiple dinosaurs fighting, you'll score the big points.

Rescue Hammond

Objective



The founder of Jurassic Park, John Hammond, needs rescuing from the very beasts he helped create.

The park has gone into emergency mode, leaving John Hammond stranded in a visitor shelter surrounded by a hungry tyrannosaurus. You have five minutes to navigate the broken enclosures and rescue Hammond before the carnivore gets him.

Skills Needed



The ranger station lies southeast of your starting position, on the other side of the triceratops pen.

You've got a land cruiser, enough gas to reach the outside, and some rifle shells. You don't have the rifle or John Hammond, the man you've been sent in to rescue. In five minutes he's dino chow, so the pressure is on to race through the broken dinosaur enclosures and rescue Hammond.



The carnivores aren't the only ones who can wreck your land cruiser. The triceratops and torosaurus can, too, if you run into them and make them angry.

Your map-reading skills will make the difference. You don't have a whole lot of time to run around the compound, collect your rifle, battle dinosaurs, and rescue Hammond. Calling up the map from time to time will help you orient yourself and adjust your position. You can get dizzy making all those turns and easily get lost without a map.

How to Beat It



The rifle lies at the back of the ranger station, marked by a blue arrow.

Your first objective is to find the ranger station and obtain the rifle. From your starting position, turn right into the open pen. This pen houses the triceratops and torosaurus, who will leave you alone if you leave them alone. Short of running into them, you won't lose much time cruising through here. If you do run into them, back up immediately; they can and will destroy your vehicle if you get them mad enough.



From the ranger station, head south and then west around the outside of the carnivore pen. Dip into the carnivore pen through the break in the fence and take your first left to reach the visitor shelter.

As soon as you enter the triceratops pen, turn left and drive to the other side of the stream. In the back of the pen, take a left at the first exit and head straight until you run out of real estate. At the water, turn right and search for the ranger station. If you get lost, look for the hatchery—it's right across from there. The gun is in the back, at the spot of the bouncing blue arrow.



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Spinosaurus, tyrannosaurus, and carcharodontosaurus can all rend you in the carnivore pen. Try to race through without notice, but if you need help, don't hesitate to break out the rifle and open up.

After you get the rifle, reverse and head back to the right. Follow the fence to the corner, turn right, and then right again through the fence gap and into the carnivore pen. Race through the carnivore pen, if you can, hugging the leftmost fence until you reach the first exit. If you can't go the stealth route, load the rifle and blow away any aggressive carnivores. If you follow the left fence, the visitor shelter lies just outside that first opening.



Rescue Hammond outside the visitor shelter, then follow the path to the front gate.

Pick up Hammond at the visitor shelter. Reverse and follow the park path toward the front gate. It's a short trip, but you might have to floor it if you're short on time or a tyrannosaurus decides it wants a turn as a backseat driver. Reach the final blue arrow and you're done.

The end of your quest, the park gate, is your salvation—if you can reach it before a carnivore takes a chunk out of the car.



Cleanup Operation

Objective



Technology can't be trusted. The new automated hatcheries are out of control and producing crazed carnivores.

Jurassic Park's new automated hatcheries have gone haywire. They're producing a continuous stream of deadly carnivores, which have overrun the park and threaten to extinguish the herbivore population. You must shoot the hatchery power boxes and retire all carnivores before the federal investigation team arrives in four minutes.

Skills Needed



Jurassic Park has seen better days, but it's about to see worse if you don't stop the hyper-active hatcheries.

You should be a pro by now, and this mission will test how well you've learned time management, piloting, and marksmanship. You have a lot of tasks to handle on this mission, and if you don't accomplish them quickly, things will get out of hand.



Don't shoot the dinosaurs until the hatcheries are shut down.

How to Beat It



The hatchery box in the velociraptor pen should be your very first target.

We've used this trick before: don't shoot the dinosaurs first. This time you have two big reasons: the dinosaurs might kill each other like last time *and* the hatcheries are more dangerous. What? How can a hatchery be worse than a slobbering, hungry carnivore? The hatcheries produce those slobbering dinosaurs. If you don't shut them down, they continue to produce more and more, and you'll never keep up. You must shoot the hatchery boxes first, one by one, then double back to clean up all the killer dinosaurs. It's the only solution, unless you were to get extremely lucky and kill the carnivores in record time.



Your second object should be the hatchery in the spinosaurus pen.



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Your natural instinct will be to go for the hatchery a stone's throw away in the carcharodontosaurus pen. Shrug that feeling off. Head southwest, straight for the velociraptor hatchery. As we've seen before, the small, quick velociraptors are the toughest to target. Shut down their hatchery first, so there are fewer of them to go around. Hopefully, by the time you return, the little rats will have killed each other off.



With the last hatchery in the carcharodontosaurus pen destroyed, you can safely neutralize the last of the carnivores.

After the velociraptor hatchery, head due north and take out the spinosaurus hatchery. Each hatchery box (the machines circled in blue) takes three hits to blow up, so take careful aim, fire in rapid succession, and then move on when the blue circle disappears. The third hatchery in the carcharodontosaurus pen lies due east of the spinosaurus pen.



If you ignore the hatcheries and fire on the existing dinosaurs, the hatcheries will continue to pump out more and more carnivores.

Your rifle, as usual, only holds 30 bullets. Yet another reason why you don't want those hatcheries to crank out any more dinosaurs. The mission starts with 16 dinosaurs, which is a reasonable number to take out with 30 bullets. Depending on your success with hatchery destruction, the carnivore total could be higher or lower. Go as slowly as you can and make every shot count.



If you do everything correctly, you should return to base with time to spare.

After the hatcheries go down, work back through the dinosaurs in reverse order (carcharodontosaurus, spinosaurus, and velociraptors). Since you're already in the carcharodontosaurus pen, you might as well blast them all. Hit the raptors last, so they've had time to whittle their numbers down through conflicts.

Rest easy if this mission takes more than a single try. Sometimes the hatcheries pump out more dinosaurs than you'll do with a fully staffed five-star park. Fly around the park a few times so you'll know exactly where everything is, which will give you more time to snipe at the endless horde of frenzied carnivores.

The Amazing Maze

Objective



To save the herbivores, you must guide them through an island-long maze full of deadly carnivores.

Guide four edmontosaurus and four ouranosaurus through a giant maze filled with predators. You have nine minutes to muster them from one side of the island to the other.

Skills Needed

You must muster the ouranosaurus and edmontosaurus at the south end of the maze to safety in the north.



It's back to those mustering skills for the second herbivore rescue mission. Unlike last time where the run was straight, this time you have to navigate two herds through a twisting maze amidst avoidance beacons and hungry carnivores. You'll need all your skills to beat the nine-minute time limit.



How to Beat It



Before you run the herbivores through the maze, eliminate the carnivores so they don't scare your charges into going the wrong way in the maze.

Out of the helipad, shoot the first avoidance beacon directly in front of the finish line. Three shots will take out each avoidance beacon. Fly to the southeast corner and blast that beacon, then zip over to the southeast corner and remove that beacon. Leave the avoidance beacons in the northwest and northeast; they will help you corral the herbivores toward the northern holding pen. Along the way, unload on all carnivores. You want them all dead before you start the herbivores through the maze.



Destroy the second avoidance beacon in the southeast corner.

Start with one of the two herbivore tribes. Ouranosaurus will take less time; they heed the muster call better than edmontosaurus and seem to navigate the maze easier. Edmontosaurus take more massaging; you'll frequently need to sweep around and "push" stragglers out of corners or return them to the fold.



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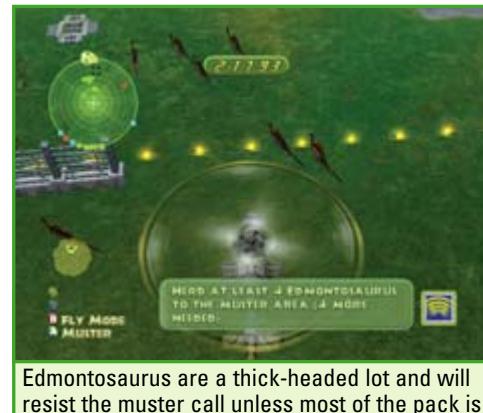
The ouranosaurus "listen" better than the edmontosaurus. They follow the muster wave well, as opposed to their brethren on the other side.

Guide the ouranosaurus north through the gap in the fence to the north. Drive them to the wall, then swing around and muster them east. You've already taken out the avoidance beacon in the corner, so it should be smooth sailing from that point all the way to the north end. Once you hit the northern fence, muster them west toward the center of the maze. The avoidance beacon you left in the northeast section will propel them away from that dead end. When the bulk of the herd wanders to the center, swing to the south and muster them straight north. A few yards past the dead avoidance beacon, the ouranosaurus will find safety.



Once the ouranosaurus cross into the holding pen they're safe, and your mission is half over.

Edmontosaurus have a harder route. Guide them northeast through two bends. When you hit the dead avoidance beacon in the southwest corner, rally them due east. Near the center, stop them all and turn them north. If you line it up right, you have a straight walk toward the holding pen. There are some fence barriers in the way, but so long as you keep them going north they will eventually find the safety lights.

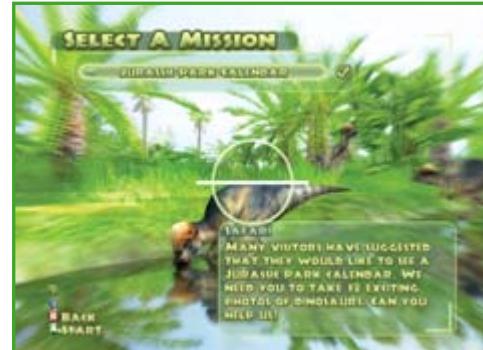


Edmontosaurus are a thick-headed lot and will resist the muster call unless most of the pack is already headed that way.

As with the other muster mission, you don't need the whole herd to make it to the finish line, only four from each. Begin with as many as possible, so if one or two veer away while you're mustering, you don't have to chase after them. Concentrate your pulse waves on the herd and get the majority moving in the correct direction. Many times stragglers will turn around and follow the herd anyway. If you stick with this practice, you'll be surprised how many dinosaurs actually make it all the way through the maze.

Jurassic Park Calendar

Objective



You'll never look at calendars the same way again when you have to shoot dangerous dinosaurs in the field.

In the last mission, you need to collect exceptional dinosaur photos for the Jurassic Park calendar. The photo set must equal or exceed 350 points.

Skills Needed



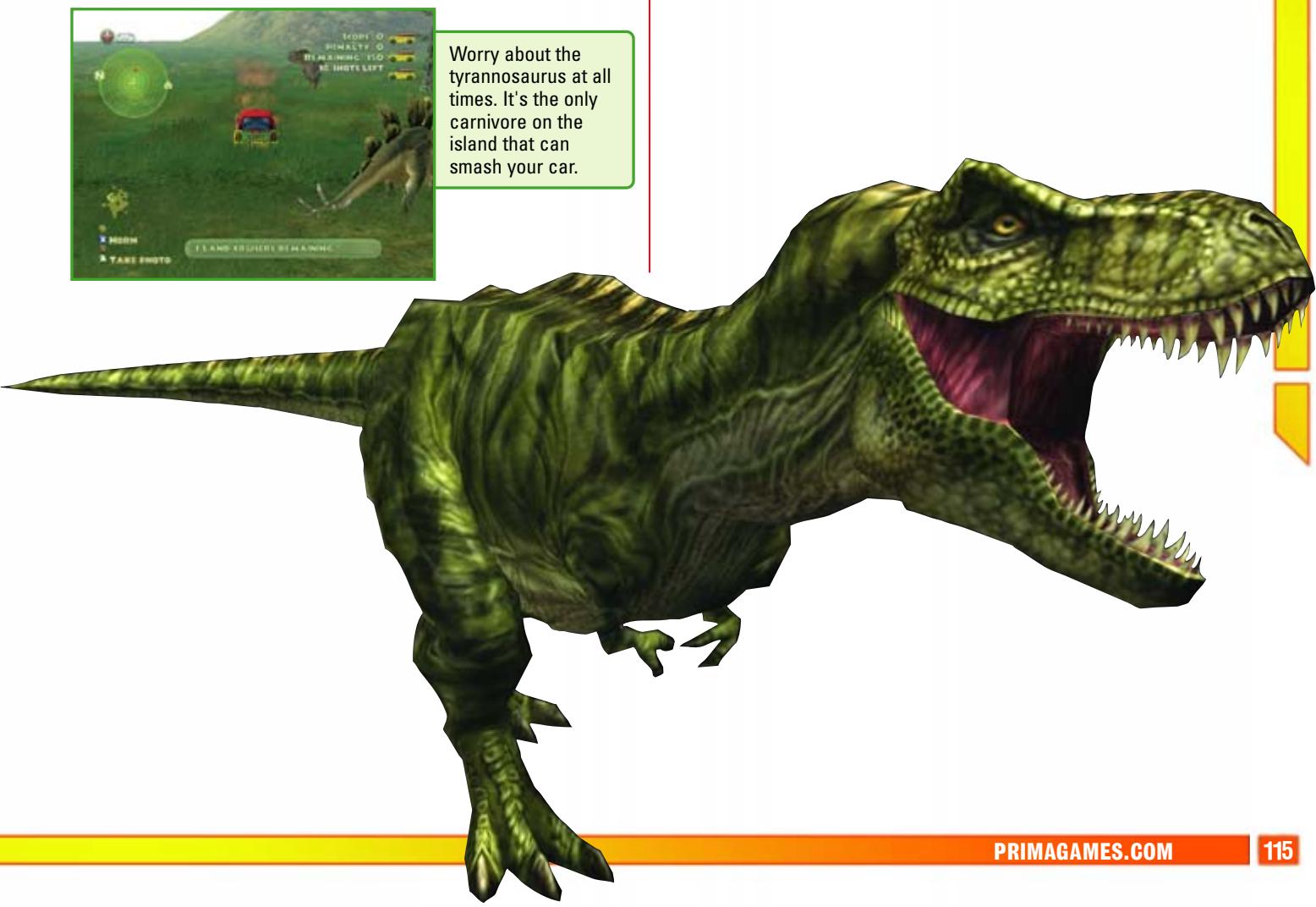
How to Beat It



For the final mission, it's back to the basics—driving and photography. Your combat skills won't be tested as much, since the tyrannosaurus is the only animal that can put a hurt on you. The only other carnivores, two ceratosaurus, may bump your vehicle, but they can't dent it. Your photography may be tested. You need a ton of super-high-quality photos to earn the 350 points that will put you over the top.

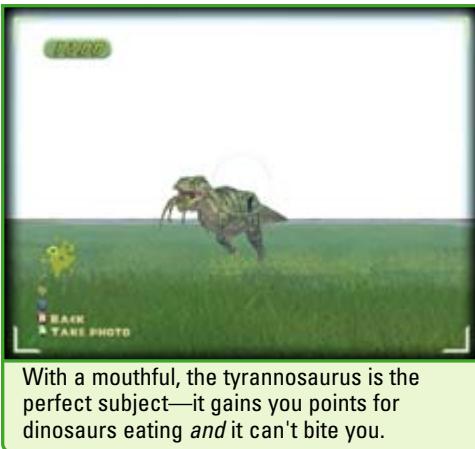
Hammond will indicate which shots the park's looking for, and you have to shoot them in order. All the tasks call for two images of a particular event. You don't have to shoot two. If you're really skilled, you may catch two separate dinosaurs in the act within the same frame. With a snapshot like that, you will complete the task in one picture.

Worry about the tyrannosaurus at all times. It's the only carnivore on the island that can smash your car.





PRIMA'S OFFICIAL STRATEGY GUIDE



With a mouthful, the tyrannosaurus is the perfect subject—it gains you points for dinosaurs eating *and* it can't bite you.

Your first objective is to capture two dinosaurs drinking. Near home base, click on your black button and hunt around for the dryosaurus or gallimimus. They should be right there next to the ocean, usually leaping around in the tall grass. Park your land cruiser on the ocean's edge and wait. Watch the little dinosaurs play through your camera, and as soon as one or two develop drop of water thought balloons over their heads, you have your winning photo.



Snap a carnivore in the act of killing and you score big points while finishing the fourth objective.

Conserve photos when you can as you run through the remaining objectives. An objective like the sleeping dinosaurs shouldn't be too hard—look for the floating ZZZs above dinosaurs' heads. Other than driving in too close and stirring them awake, you should line up great shots with the larger animals.

However, not all the objectives are a cake walk. Capturing dinosaurs in the act of hunting can be a pain. These guys are fast—while you're setting up the shot, they've killed already. You have to stake out a hungry carnivore, stalk it, and grab the camera as soon as it charges. Except, of course, when it charges at you.



Stegosaurus enjoy sleeping, so swing by their neck of the woods to complete the third objective.

Edmontosaurus have a harder route. Guide them northeast through two bends. When you hit the dead avoidance beacon in the southwest corner, rally them due east. Near the center, stop them all and turn them north. If you line it up right, you have a straight walk toward the holding pen. There are some fence barriers in the way, but so long as you keep them going north they will eventually find the safety lights.



When you've snapped all 16 photos, the Jurassic Park staff will have a tough time choosing which 12 to include in the calendar.

If you're like me, when that camera flashes for the last time, you'll take a long, deep breath and feel ready for anything. The 10-mission adventure prepares you for the more dangerous threats you'll encounter when you build your own park. What's a budget crisis when you've been trampled by a t-rex?



SURVIVAL OF THE FITTEST: HOW TO BUILD THE ULTIMATE THEME PARK

With \$60,000 and a prayer, Ingen entrusts the most ambitious theme park in the world's history to you. It's a lot of responsibility, but you're up for the challenge. From start to finish, from one-star hovel to five-star superpark, here's a crash course on how to build the ultimate theme park.

Starter Park



It won't be a metropolis at first. Think along the lines of a medieval village and you won't be disappointed. No one will have heard of your first dinosaur. Your food kiosk will take in about as much revenue as a supermarket gumball machine. Visitors will visit your bathroom more than the attractions. But that's what a starter park is all about—scraping by until you can eke out enough to build and build and build...

Home Sweet Home

First, take a look at your island. In our case here, we've been given lots of open space on the eastern half of the island, and three streams and a lake grace the land. This bodes well. We'll have plenty of room to build, and the waterways provide free drinks for your dinosaur pens, if you build them appropriately.



Plant your entrance near the island's center. For our new entrance, we used the flatten tool to shave down the mountain to better fit it in a "dead zone" where dinosaur pens can't go.

Mountains obstruct building, so steer clear of them and plant your park entrance near the island's center. It doesn't have to be perfectly centered—in this case, we're strategically laying the entrance near the waterways—but somewhere in the middle to make building less travel-heavy. It's simple mathematics.



Path to Glory

Your visitors won't have anywhere to go if you don't build out from the park entrance, so design a path straight out and give yourself room on either side for future buildings. Our initial path crosses over a stream. Later, we can erect dinosaur pens on these spots and tap into the free water supply.



Your park takes shape as you pave a path to the front entrance.

Don't go too far. This will be a small area to begin with. We want to keep everything under control, within our limited budget, and expand later when we have the extra resources. Now is not the time to stretch too thin.



Always build a ranger station before the park opens.

Before you start on your first dinosaur pen, construct a ranger station next to the park entrance. You can't live without one of these. Your rangers tend to the dinosaurs, clean up problems, and handle emergencies. You might as well get it out of the way now. It's a big mistake to forget about it and try to build one during a crisis.

Penmanship



Start with a low-security, three-length by three-length dinosaur pen. It easily houses small herbivores and doesn't cost much to build and maintain.

Now you can build your first dinosaur pen. It should be small—three fence lengths by three fence lengths—since it won't hold any large dinosaurs. Every penny counts, so saving on construction materials and maintenance here will translate into more items for the park later.



You can't open the park without dinosaurs, and you can't create dinosaurs without a hatchery. One is enough for all your early pens.

Inside the dinosaur pen, drop a hatchery in the back. You want this big structure in the back so it doesn't block the tourists' view once they start gawking at the animals. This hatchery will service your first few dinosaur pens, so that you can save money. When you develop a new dinosaur species, hatch the creatures here and then have your rangers move them to their permanent home.

SURVIVAL OF THE FITTEST



Check your dinosaur summary to identify which two dinosaurs you can immediately create in Jurassic Park. Our albertosaurus has 55 percent DNA and will live for six months. Pachycephalosaurus is a little better with 74 percent DNA and a 10-month lifespan.

Before you go any farther, check your dinosaur summary. You should have two dinosaurs with more than 50 percent DNA (ready to hatch, in other words). Ours are albertosaurus and pachycephalosaurus. Since pachy has more DNA—and will live longer—we'll go with it first. Now build a feeder; just don't buy a carnivore feeder or the pachycephalosaurus will be very hungry as they eye the cows spilling out of the strange device.



Because they're \$1,500 a pop, make sure you build the correct feeder. Since we've chosen the pachycephalosaurus as our inaugural dinosaur, build an herbivore feeder.

Your first dino pen is almost ready for its occupants. You don't need to add a lake, because we've built the pen around a natural stream. You do, however, need more trees—paleo trees, actually. These special prehistoric trees customize the environment more to the dinosaurs' liking and reduce stress. One or two plops of the paleo tree tool and you're ready for a live attraction.



Add paleo trees to the enclosure. Dinosaurs will be much happier if you re-create their prehistoric landscape.

Chrome and Shine



At the main intersection, erect a handy food kiosk and a restroom.

To fill out your park around the one dinosaur enclosure, add in the extras—the polish on the chrome, so to speak. A good place to start is at the main intersection (the one in front of the park entrance, from which everything will branch out). Tourists need to eat and take bathroom breaks, so it's a natural to erect a kiosk and a restroom there. These will rake in a surprising amount of money over time, and once you expand, they won't be enough—you'll have to add many more kiosks and restrooms in just a couple of years.



A viewing vent and platform provide fun attractions for your future customers.

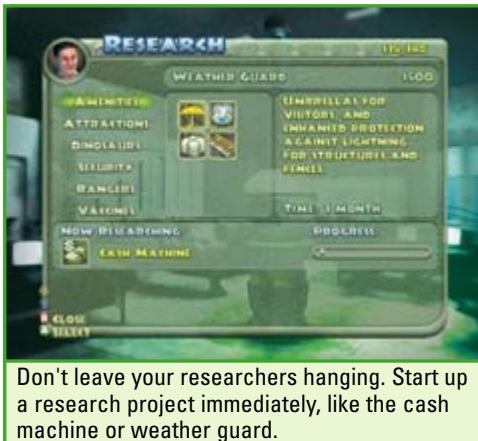


PRIMA'S OFFICIAL STRATEGY GUIDE

Next, place an attraction or two around your dinosaur pen. If you have dinosaurs, you need to charge customers to view them. Otherwise, you go broke. For variety, we've chosen a viewing vent and viewing platform. Generally, viewing platforms are better, but we want to save a little on the cheaper viewing vent. Adjust their names to maximize the entertainment potential. Our viewing vent works best as a "thrill window," while the viewing platform functions well as a "scenic" overview.



Our mini-park is ready for guests, but you have a few other needs to address first. Set your archaeological team digging at the starting site (in our case, Judith River Group A, where we can uncover ankylosaurus fossils). As soon as you have a breather after the first guests arrive, add a second dig team to increase the excavation rate.



In the research department, click on amenities and begin a program to develop cash machines. After that, you want the weather guard to protect your visitors from the frequent park storms. Since it takes a month or more to research an advance, always keep your scientists active with a task.



Finally, you can create your first dinosaur. Hatch two or more, even though it costs a bit. You want the dinosaurs to be happy, and multiple dinosaurs can socialize, while a loner cannot. When a pachycephalosaurus steps through the hatchery door, we're ready to officially launch Jurassic Park.



Star Search



You will receive negative reports at the outset. Don't get discouraged by them. Hard work will put the problems behind you.

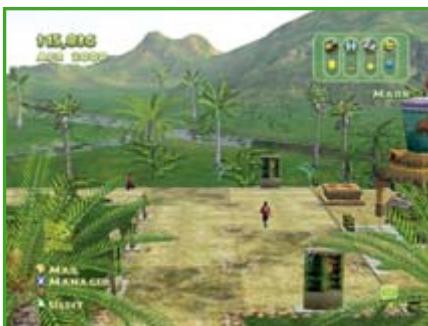


After launch, your next several months will gear you up for eventually expanding your park. Try to raise your park's rating to two stars by the end of the first year. The second year will bring three stars or more. Accumulating funds and searching out a few more dinosaur species are the key pursuits during this stretch.



Development of new dinosaurs is the key ingredient to improving your park rating.

The Two-Star Shuffle



When your park starts to look this grimy, it's time to hire cleaning staff.

Your mini-park will outgrow its small size quickly. In the meantime, pay attention to the little details. Now, before the park has a chance to mature to city size, you have extra time to iron out any wrinkles. If, for example, you see the walkways collecting dirt, construct a cleaner station and hire three or four cleaners to pick up the trash.



The carnivore albertosaurus is our second dinosaur, and it gets a second pen all to itself.



In the quest for a five-star rating, the more dinosaur species you develop, the better. Adding popular dinosaurs to your park is the best way to raise your prestige. Our second dinosaur, the albertosaurus, can't go in with the pachycephalosaurus. We don't have the money to let carnivores devour herbivores at their whim. Instead, we build a new, small carnivore pen across from the pachycephalosaurus pen. It will only house two dinosaurs, but that should be enough for tourists to notice our improved dinosaur selection. When the albertosaurus exits the hatchery, we immediately tranquilize it and chopper it over to the new location.



PRIMA'S OFFICIAL STRATEGY GUIDE

Because of the lone hatchery, you must sedate and move your new dinosaurs via helicopter to the appropriate pen.



Continue processing dinosaur DNA as fossils are found. You may get lucky, as happened in our game—our dig team found more than \$6,000 worth of gold. That helps tremendously to buy all the essentials for the fledgling park.



Our dig teams strikes gold! The lucky find nets us an extra \$6,813 this month, which proves huge.

With the extra cash, we buy a second dig team. Ingen rewards us with a second dig site for cracking a star rating, and we choose the Tendaguru Beds. This gives us access to the five-star brachiosaurus, which is a great choice since we can stick it in with the other herbivores and not have to worry about fights or higher security. Later, when we can upgrade our fencing, Tendaguru also gives us the four-star allosaurus.



Each star upgrade to your park rating gains you another dig site until you max out at five.

During the rainy summer season, lightning strikes twice in the park. You have to act fast when a natural disaster hits; this one could enable dinosaurs to escape their pens and terrorize the tourists. Fortunately, we jump on the situation and erect new fences before the animals are even aware anything has changed.



During our first disaster, lightning strikes twice in the park and destroys security fencing.



Keep researching. When you have the funds, the super extractor will greatly improve your DNA collecting from fossils.

After hard work, our third dinosaur, ankylosaurus, joins the park in a new spacious herbivore playpen. The next few dinosaurs will go in this pen, so it's large enough to accommodate several species. The popular ankylosauruses push our park rating up a notch, and we claim the second star before the end of year one.



The four-star ankylosaurus and their new herbivore playpen elevate our park to two-star status.



Three-Star Extravaganza

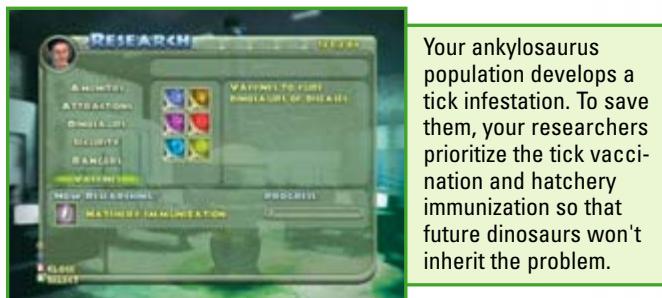


Your earliest dinosaurs will begin to die out during the second year. It's a shame, but it's the natural course of things.

An emergency situation hits your prized herd of ankylosaurus. One of them has a tick infestation and threatens to infect the others. Anytime there's a disease, either quarantine the animal or sedate it so it doesn't interact with the others in its pen. We sedate the poor herbivore and set our researcher on the vaccination.



Your ankylosaurus population develops a tick infestation. To save them, your researchers prioritize the tick vaccination and hatchery immunization so that future dinosaurs won't inherit the problem.



A few weeks later, the vaccination settles the whole affair down. Afterward, we command the scientists to research hatchery immunization so that this won't happen to future generations.

A ranger helicopter flies out to the ankylosaurus pen with the new vaccination.

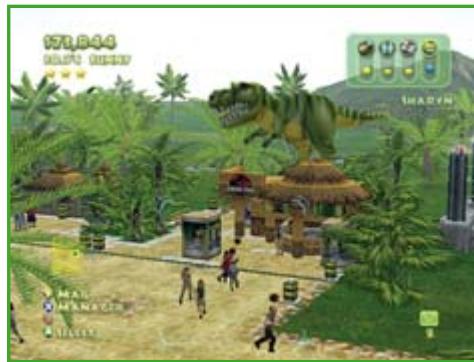


A three-star rating comes easily to the park. We add kentrosaurus to the pachycephalosaurus pen, and the latest of the Tendaguru finds boosts our rating to the next plateau. At this point, Jurassic Park has a steady profit flow from ticket sales, attractions, and amenities.



The addition of kentrosaurus and a steady stream of profits raise Jurassic Park to three stars.

The Home Stretch



To move from three to four stars, your park needs to improve its facilities with structures like souvenir stands.

Jurassic Park will always attract customers. The real theme parks go beyond the norm and create a breathtaking spectacle that lives on in the memories of its visitors. To reach the fabled five-star park rating, you will have to push the envelope and build a bigger, bolder, and better amusement park.



More than a Four-Star Hotel



An amber find catapults brachiosaurus DNA past the 50 percent mark.

By this time, heading into your third year, your park should look more like Disney World than a single-building Hyatt Regency. Concentrate on the higher-quality dinosaurs at the dig sites available to you. If you can't find them that way, dip into the fossil market with your extra cash and pick up crucial DNA.

The mega-popular brachiosaurus raise the park's status by half a star just by themselves.



The Tendaguru Beds finally give up enough brachiosaurus DNA to hatch our first two. The giant herbivores alone raise Jurassic Park's rating half a star.



In preparation for allosaurus on the way, we design a medium-security carnivore pen.

The second half of that fourth star comes from allosaurus and the new, gladiatorial carnivore pen. Reinforced with medium-security fencing, the carnivore pen—dubbed the "thrill seeker" pen—contains feeder cows, pachycephalosaurus, albertosaurus, and the killer allosaurus. This free-for-all brings the crowds from the park entrance all the way to the far side of your park. A newly fashioned viewing dome presents ringside seats to the main event.



The thrill pen, with allosaurus chasing down herbivores, brings the whole park up to a four-star rating.

Less than a month after the two new dinosaurs arrive, your park hits four-star status. At this rate, the ultimate five-star ranking can't be far behind.

Five-Star Phenomenon



Now that we can afford it, we've bought five archaeologist teams to dig out the sites at lightning speed. They soon pay off with some valuable ouranosaurus and spinosaurus fossils.

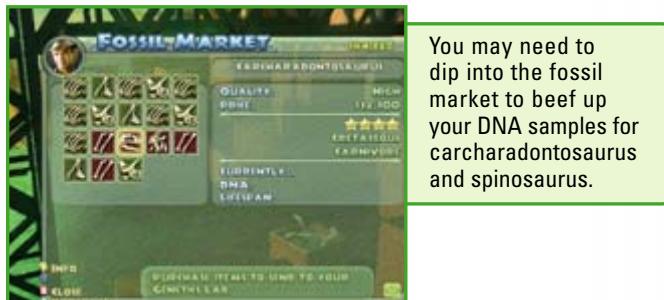


The dollars are rolling in now. Now you should be able to afford anything you want. Don't scrimp on the dinosaurs. Increase the count in your pens so visitors get their money's worth. Hire all five dig teams so you rip through dig sites at turbo speed. Purchase remains at the fossil market to accelerate your dinosaur discovery rate. Research the last of the advances. Now is the time to really push the park beyond the bottom line.

To prepare for our African dinosaurs, we construct a high-security compound. Anything less won't hold a spinosaurus or carcharadontosaurus.



Our African dinosaurs—the four-star carcharadontosaurus and the five-star spinosaurus—will put us over the top for sure. Since we know the high-powered dinosaurs will be a fixture in the park soon, why not construct a high-security pen to house them? We give them lots of space; they're huge and will need it. Plus, we can always throw a bunch of dinosaurs in a large compound and boost our variety count without going nuts with new pens.



You may need to dip into the fossil market to beef up your DNA samples for carcharadontosaurus and spinosaurus.

While the "super carnivore pen" undergoes construction, we set our researchers to polish off the last of the attractions. We want to pull in loads of money for our dinosaurs. With six species in the park already, and three more on the way, there are plenty of animals to keep tourists occupied.

The balloon tour sends your attraction reputation out of this world.



Sure enough, the birth of the mega-popular spinosaurus (with a little help from his friends ouranosaurus and carcharadontosaurus) earns us a pat on the back from John Hammond himself. We've reached the five-star plateau in record time. No need to stress out any longer—sit back and watch the tourists and dinosaurs have a good time.



The three dinosaurs that will put our park over the top—ouranosaurus, carcharadontosaurus, and spinosaurus.



The Home Stretch



We built the ultimate Jurassic Park in two and a half years. You can too if you follow the tricks of the trade.

In two and a half years, you have a complete, five-star Jurassic Park. You can always add a few more dinosaurs here, another attraction there—the whole island could be transformed into the world's largest amusement park—but why not start a new island vacation spot somewhere? Maybe next time you can dig up some tyrannosaurus bones and re-create the movie...minus the disaster parts, of course.